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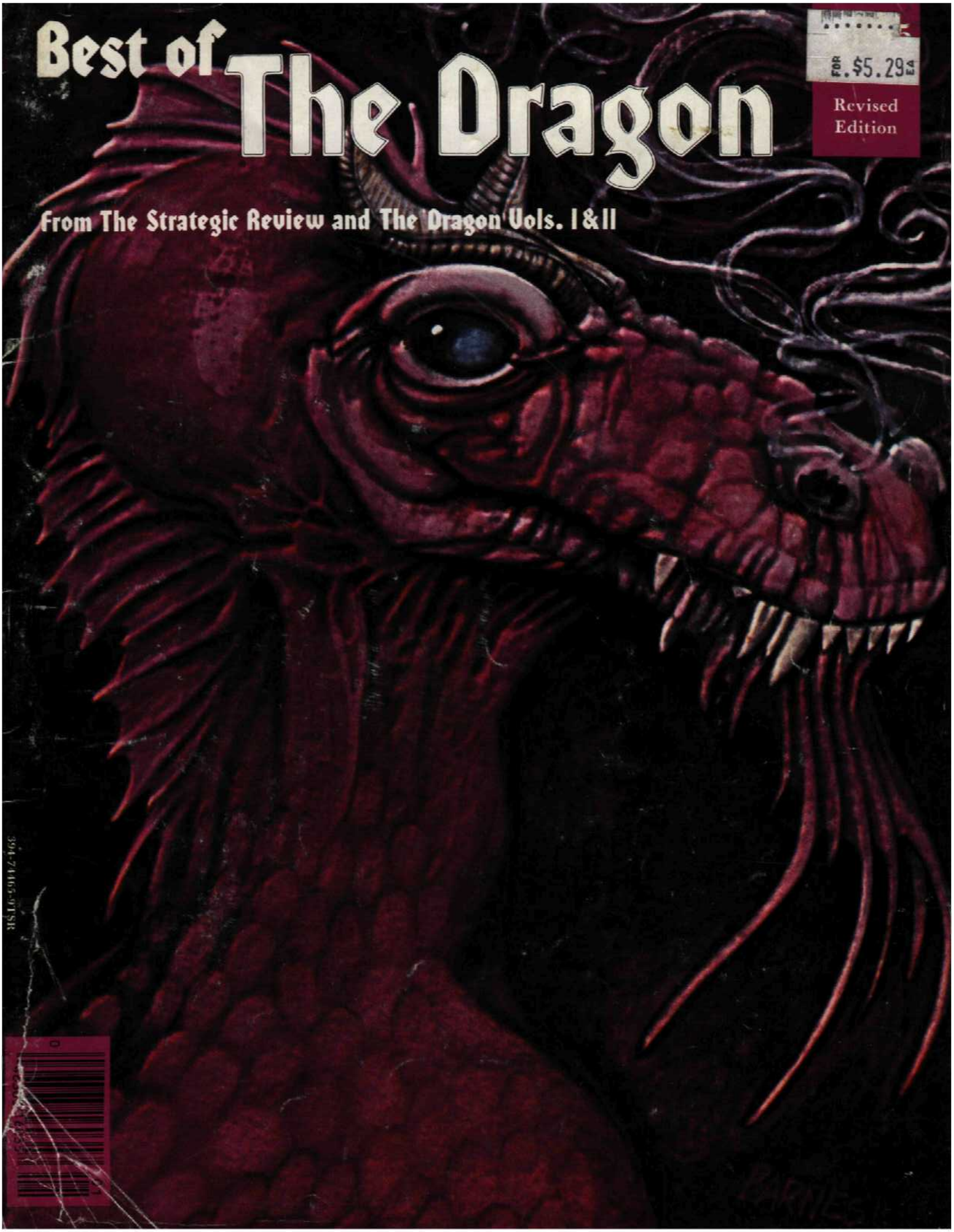

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Best of Dragon® Magazine

Vol. 1

Introduction

by Kim Mohan, DRAGON Magazine Editor-in-chief

Either way you look at it, this is a very revealing magazine.

If you read it, you'll find out a lot about DRAGON® Magazine — what it used to be like, and how it has evolved since the early years. And, judging by how many copies of this anthology are sold, we'll be able to learn something important about all of you.

Both of those statements call for some explaining. Fortunately, I have a lot of space left in which to do just that. . . .

This might more properly be called Volume 1.1 in our series of anthologies, because it's not quite the same as the editions of Volume 1 that have preceded it. We took out the advertising that appeared in the original Collector's Edition and all of the subsequent printings, because the prices, the products, and sometimes even the companies have long since gone out of date. We plugged new artwork into some of the old advertising space, and we compressed the book so that it's eight pages thinner than it used be.

But we haven't done a thing to the rest of the book — and the rest of the book is what matters, isn't it? All of the game-related articles are presented here in *exactly* the same form and substance as they appeared in every previous printing of this anthology — and that also happens to be *exactly* the way they were published in the various issues of the magazine where they first saw the light of day.

Volume 1 stands by itself in our series of anthologies as the only collection of previously published articles that displays those articles with the same titles, the same typography, the same *everything* that they had in the magazines from which they were taken. Even if you don't own any of the issues published from 1975 through 1978, you can get a very clear idea of the kind of material that The Dragon (as it was known back then) was filled with, and how that material was displayed and portrayed. For instance:

As you'll see, the type was generally smaller back then. In fact, you're getting more words for your money in this 68-page collection than you would get in any of our other anthologies, all of which have 80 pages but are set in larger type.

A great share of the articles in early issues of the magazine were contributed by a couple of young, energetic guys named Gygax and Ward (who are still just as energetic, even if they aren't quite as young any more).

Much of what appeared back in those days as "mere" magazine articles ended up becoming part of the ADVANCED DUNGEONS & DRAGONS® game system two or three or four years later; comparing, for example, the original ranger class (page 49) with the current rules will give you an idea how concepts and ideas changed as the AD&D® rules evolved into their final form.

A lot of space in those olden days was taken up with advice to people who were just starting out as players or Dungeon Masters — understandably, because back then *everyone* was a beginner. Even so, an article like Jim Ward's "Notes from a Semi-Successful D&D Player" (page 21) is worthwhile reading today, even for (and perhaps especially for) people who think they've thought of everything.

Now, what are we going to learn about you from your purchase of this anthology? Well, we're going to find out how many of the people who currently read DRAGON® Magazine are vitally interested in seeing material from the early days, and that will help us decide what to put into Volume 5, Volume 6, and so forth. Should we dig farther into the past, or just go deeper into the more recent issues? Should our next anthology be a semi-random sampling of "golden oldies," or should we assemble a collection centered on a particular topic, without paying special regard to which out-of-print issues we dip into? Your response to the re-issuing of Volume 1 will point us in the right direction — and I think we can take it from there.

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Design/Designer's Forum

Planes

The Concepts of Spatial, Temporal and Physical Relationships in D&D

by Gary Gygax

ABSTRACT ART IN THE DRAGON!!? *Not really, this is a 2-dimensional diagram of a 4-dimensional concept. The concept is basically a concept of planes or dimensions and how to travel between them. There are two basic "areas" of planes in the diagram. The inner ovoid and the outer rectangle. There are also two ways to travel to these planes. The ETHEREAL will get you to any of the inner planes and the ASTRAL will get you to the outer planes.*

The INNER PLANES *There are seven inner planes. The first (no. 1) is the Prime Material. The planet Earth and everything on it, all of the solar systems and the whole universe are of the Prime Material. The Fantasy worlds you create belong to the Prime Material. Numbers 2 and 3 are Positive and Negative Material Planes. Numbers 4-7 are the ultra-pure Elemental Planes of air, fire, earth and water.*

The OUTER PLANES *There are sixteen outer planes. The Outer Planes are a collection of the religious and/or philosophical goals (or anti-goals) of mankind and "the other intellectual species".*

The ETHEREAL PLANE *is the transportation "system" of the Inner Material Planes. Travel into the Ethereal is always of a magical nature by using spells or special artifacts. The Oil or Armor of Ethereal, a Wish and the new Vanish spell can be used.*

The ASTRAL PLANE *is the means of transportation from the Prime Material to the Outer Planes. There are two restrictions for the Astral "Plane". 1) The traveler must be in the Prime Material in order to travel into the Astral. The Astral can not be reached from the Elemental, Positive or Negative Planes.*
2) The Astral will take a traveler to the first level of the Outer Planes. There are

For game purposes the DM is to assume the existence of an infinite number of co-existing planes. The normal plane for human-type life forms is the *Prime Material Plane.* A number of planes actually touch this one and are reached with relative ease. These planes are the *Negative* and *Positive Material Planes,* the *Elemental Planes* (air, earth, fire, water), the *Etherial Plane* (which co-exists in exactly the same space as the Prime Material Plane), and the *Astral Plane* (which warps the dimension we know as length [distance]). Typical higher planes are the Seven Heavens, the Twin Paradises, and Elysium. The plane of ultimate Law is Nirvana, while the plane of ultimate Chaos (entropy) is Limbo. Typical lower planes are the Nine Hells, Hades' three glooms, and the 666 layers of the Abyss.

Assume further that creatures which can be harmed only by weapons of a special metal (silver, cold iron, etc.) gain this relative invulnerability from having a portion of their existence in either the positive or negative material plane at the same time they exist partially in the prime. Therefore, those creatures which can be struck only with +1 or greater magical weapons exist wholly and simultaneously in two planes (one of which is, of course, the Prime Material). So creatures which require attack of a +2 or better magic weapon then exist in three planes simultaneously, and so on. This brings us to the consideration of the existence of magical weapons in other planes and in multiple planes simultaneously.

If it is accepted that the reason that certain creatures can only be hit by magical weaponry is because the creature exists in two or more planes simultaneously, then it follows that the weapon must likewise extend into the planes in which the creature exists. At the very least it must be that the weapon extends into no less than two of the planes in which the creature exists, and these planes are those in which the creature has vulnerable aspects. This makes for a very complex relationship of planes to planes/swords and other magical weapons to planes. A special sword functioning with bonuses against certain creatures, or a special purpose sword, will have existence on only certain planes with regard to its special bonus, or due to its special purpose, but as most weapons of this type also have a general +1 or better value, they also extend into all planes — or do they?

Perhaps the most reasonable way of handling this matter is to graph the planes which are existent in the campaign in question. Basic bonus weapons extend generally into planes which are once, twice, etc. removed from the Prime Material Plane of play. Those with special bonuses then have a more intense nature in the plane in which the creature they function specially against has its extra existence. And this also explains weaponry which does extra damage to creatures which can be hit by non-magical weapons. Let us assume that these weapons have their special existence on the plane in which the particular creature has its personal existence. Perhaps such planes are more accurately termed subplanes. Each type of creature has its own sub-plane, human, giantish, demoniac, or whatever. Furthermore, similarities of type indicate the same or closely allied planes.

As a side benefit of the use of this system, operation on the astral or ethereal by characters no longer poses such a headache to DMs. As magic weapons exist in those planes which touch upon the Prime Material Plane, any person armed with a magic weapon will be able to attack into the Astral or Ethereal Plane if they become aware that their opponent is operating in one of these planes.

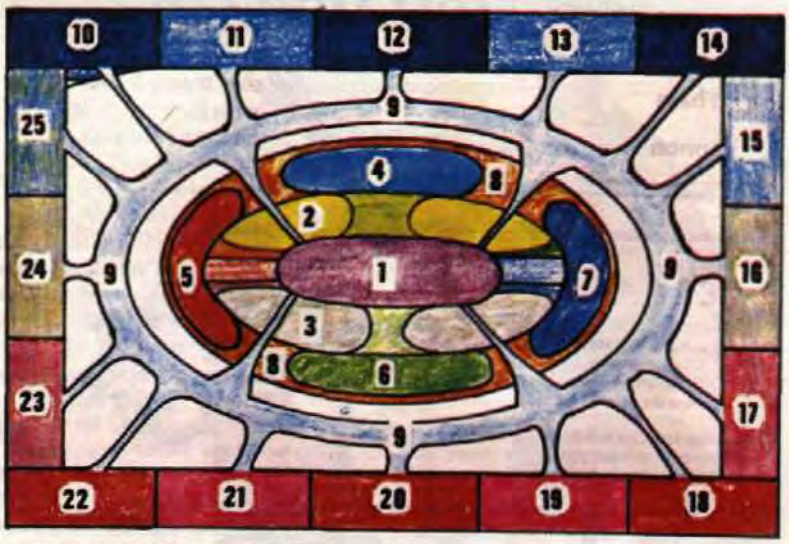
Finally, what of magic swords of special nature or special purpose which are far removed from the Prime Material Plane? I suggest that these weapons can be removed no further than the number of planes from the Prime Material which equals their best bonus stated as a "to hit", i.e. a +2 can be removed by two planes and still retain its magical properties. Certain swords will have special treatment — the sword of sharpness and the vorpal blade most notably. On the other hand, a sword of life draining ability gains no such consideration, for it operates primarily on the Negative Material Plane. In any event, swords removed beyond the plane limit given will lose all of their magic, becoming nothing more than normal weapons. This same "law" can apply equally to those weapons, swords or otherwise, which have a simple "to hit" bonus.

As of this writing I foresee a number of important things arising from the adoption of this system. First, it will cause a careful rethinking of much of the justification for the happenings in the majority of D&D campaigns. Second, it will vastly expand the potential of all campaigns which adopt the system — although it will mean tremendous additional work for these DMs. Different planes will certainly have different laws and different inhabitants (although some of these beings will be familiar). Whole worlds are awaiting creation, *complete* invention, that is. Magical/technological/whatever items need be devised. And ways to move to these planes must be provided for discovery by players. Third, and worst from this writer's point of view, it will mean that I must revise the whole of D&D to conform to this new notion. Under the circumstances, I think it best to do nothing more than offer the idea for your careful consideration and thorough experimentation. This writer has used only parts of the system in a limited fashion. It should be tried and tested before adoption.

seven levels in Heaven and nine in Hell. The Astral can only bring you to the first level of these Planes. A physical form of travel must be used to proceed to the other levels. Travel to the Astral "Plane" can be done with a wish or the Astral Spell.

Travel from Outer Plane to Outer Plane *The Astral Plane can be used to travel from plane to plane, ie. from Heaven to Elysium. A traveler could also move into an adjacent Plane, ie. Heaven to the Happy Hunting Grounds, just by walking. Travel, by walking, could or should be limited to only one Plane to either side of the Plane that the traveler started in. For example, a traveler Astral Planed into Nirvana, so by walking he could travel to Arcadia or to Acheron.*

1) Purple, The PRIME MATERIAL
2) Yellow, The POSITIVE MATERIAL PLANE
3) Grey, The NEGATIVE MATERIAL PLANE
4) Lt. Blue The AIR ELEMENTAL PLANE
5) Red The FIRE ELEMENTAL PLANE
6) Green The EARTH ELEMENTAL PLANE
7) Blue The WATER ELEMENTAL PLANE
8) Orange, The ETHEREAL PLANE
9) Lt. Blue, The ASTRAL PLANE
10) Blue, The SEVEN HEAVENS
11) Lt. Blue, The HAPPY HUNTING GROUNDS
12) Blue, The TWIN PARADISES
13) Lt. Blue, OLYMPUS
14) Blue, ELYSIUM
15) Blue/Grey, GLADSHEIM
16) Grey, LIMBO
17) Red/Grey, PANDEMONIUM
18) Red, The 666 LAYERS OF THE ABYSS
19) Lt. Red, TARTERUS
20) Red, HADES
21) Lt. Red, GEHENNA
22) Red, The NINE HELLS
23) Red/Grey, ACHERON
24) Grey, NIRVANA
25) Blue/Grey, ARCADIA



HOW GREEN WAS MY MUTANT

THE APPEARANCE OF HUMANOIDS IN METAMORPHOSIS ALPHA

by Gary Gygax

Mutated humans, or simply humanoids, are a commonplace sight in the "worlds" of METAMORPHOSIS ALPHA. It is no great matter to describe the obvious when telling a player about his own appearance, or relating to a party of adverturers what they see when they encounter some humanoids. Thus, a mutant is very large, or quite small, has quills, or is winged. Large ears go with heightened hearing. A long, broad nose indicates a humanoid with heightened smelling ability. It is easy to go on, but what about general differences? Of course, you may have humanoids appearing as humans in most respects, but if you would enjoy adding a bit of "color" to your campaign, I suggest the following tables for obtaining the general appearance of mutated humans, players or not. To determine the appearance just roll dice for as many of the categories as you desire, and, or course, you may delete, add, or change as you see fit!

Die Roll	Skin/Hair Coloration	Skin Characteristic	Color Pattern
1	white	hairy	solid (or solid patches)
2	pink	hair patches	striped
3	tan	bald	dotted
4	brown	wrinkled	spotted
5	orange	warty	belted
6	black	knobby	banded
7	red	pocked	whorles
8	yellow	leathery	splotches
9	blue	normal	normal
10	green	normal	normal
11	purple		
12	gray		
13-15	2 colors		
16-17	3 colors		
18-19	4 colors		
20	5 colors		

Die Roll	Head	Neck	Body
1	crested	long	round
2	long, pointed	long, thin	thin
3	flattened oval	short	barrel-like
4	bulbous	very thick	hunched
5	bullet shaped	wattled	long
6	quite small	normal	small
7	normal		normal
8	normal		normal

Die Roll	Facial Features	Hands and Feet	Fingers and Toes
1	very small	long	three
2	round eyes	short	four
3	drooping ears	narrow	four
4	no ears	wide	five
5	huge mouth	hard	five
6	big nose	soft	five
7	no nose	thick fingered/toed	six
8	very large	thin fingered/toed	six
9	normal	very large	seven
10	normal	very small	webbed
11		normal	double-jointed/ prehensile
12		normal	nailless

	Arms	Legs
1	long	long
2	short	short
3	thin	thin
4	thick	thick
5	double-jointed	bowed
6	normal	normal

Metamorphosis Alpha Additions

SOME IDEAS MISSED IN METAMORPHOSIS ALPHA

by James M. Ward

In the course of writing anything about anything, when everything is done and sent to the printers, there is something that should have been added to it or changed in it. Such is the case, in looking over the TSR booklet **Metamorphosis Alpha** that I designed. Before going further, I want to say that everyone at TSR did a great job on the production of this booklet; it is just that some things (more my fault than theirs) were left out.

In working on the technological treasure items list, there are four items that should have been completely explained that were not.

Chemical Radiation Neutralizers: are small two foot tall cylinders that contain a blue gel having the power to absorb radiated material and completely neutralize it. The gell from one cylinder can cover a 100-square yard area. The effects are permanent and the cylinders can commonly be found in any radiated area that was dangerous before the starship passed through the radiated gas cloud.

Chemical Flammable Retardants: are simply CO_2 fire extinguishers that are 1' foot tall cylinders, with a nozzle on top. These little tanks shoot out blasts of cold air. The tank can last for 30 minutes of constant action. There are many plants and creatures that cannot stand the intense cold given off by the extinguisher, making it a very good weapon.

Radioactive Material In Containment: is some type of material (liquid, sand, ball bearings, or solid metal wedges) that is radiated to a variable intensity. This containment is always in the form of a duralloy cube with a screw top. A loud buzzing occurs whenever these containers are opened. When out of this container, the material has an effective damaging range of 90 yards.

Sensory Intensifiers: are pendants that hang from the neck and run for thousands of years on a tiny atomic battery. These devices increase the natural bodily senses many times over. A being with this device on their person can see, hear, smell, and move at one and one half times the normal human rate. They can, therefore, not be surprised, because they can hear beings approaching or laying in wait for them. They can follow a scent like the best bloodhound. In battle the being gets two turns every other melee turn-example; attacked and not surprised, the being strikes normally the first time with his weapon and on the next melee turn gets two attacks with his weapon while the attacker gets only one.

Along the same lines as the above is the poison chart that is closely tied to the constitution roll. This chart is tough and the point was not brought out clearly enough that there are lots of ways the affects of this chart can be countered. **Any** shaman from any tribe should have poison antidotes that he or she passes out freely for information or goodies or even the promise of future goodies. The number three humanoids, knowing all about poison, naturally have antidotes that are obtainable for things that these small humanoids could normally never get hold of. Plants of many different types can provide partial or total negation to the affects of any given poison. There are mutations that can also negate the affects of poison; the new body parts mutation can be a gland that negates/filters toxic liquids entering the body. The increased body parts mutation could include the expanding of the appendix, which, if one may stretch a point, could cleanse the system of poisons entering the body, (if given sufficient time and rest).

It should be obvious that the abilities given everyone, including Strength, Dexterity, and Leadership Potential, are all closely tied to the **D&D** abilities. The Mental Resistance factor is roughly analogous to the Intelligence factor in **D&D** and because of this, it instead of the Character Leadership Potential should be used when the judge uses the Item Complexity Level chart.

The above information came through playing the game, and I imagine that as time goes by there will be lots of reports from others that have noticed things that need clarification in Metamorphosis Alpha. I hope those wolfoids stay off your tail.

```
053   RE-ESTABLISH SHIPLINK
      -STATUS INTERFACE-
055   SCAN PROGRAM COMPLETE.
057   CALL SEQUENCE ALPHA-
059   INITIATE PROGRAM-
      CODE NAME 'CLONE BANK ALPHA
061   RUN SEQUENCE ALPHA
063   ACTIVATE...
```

AN ALTERNATE BEGINNING SEQUENCE FOR METAMORPHOSIS: ALPHA

by Guy W. McLimore, Jr.

In a special hidden section of the lost starship ***Warden,*** *an engineering robot discovers a minor cable break. Drawing a small torch from its built-in tool kit, the necessary repair is soon made. This circuitry interruption — which has remained undiscovered and untended for many, many years — is now closed, and a special computer signal sent long ago finally reaches its destination. Relays close, and a special computer unit is activated, setting into motion a special genetic laboratory.*

Immediately, micro-miniature manipulators withdraw samples of human tissue from a freezer storage compartment. Unnoticed by the electronic controlling device is a cracked and damaged radioactive power capsule nearby which contaminates some of the withdrawn tissue cultures. The quick-frozen cells are moved to tanks of a special growth medium and are electrically stimulated. The cells begin to multiply, rapidly . . .

Weeks later, the tanks hold full-grown adult human bodies. Some appear normal; others have strange deformities and mutations induced by the unexpected dose of radiation. All are limp, unmoving, devoid of intelligence and identity.

Once again, micromanipulators move in, this time to attach wires and sensor strips to the foreheads of the newly-grown clones. In a matter of days, computer tapes full of general human knowledge and specific ship-related skills are played directly into the clones' brain synapses. But again old computer malfunctions and worn-out circuitry combine to leave large gaps in the intended programming of the new potential crew members. There will be unfortunate — perhaps eventually tragic — lapses in their "memories" of the ship and its functions.

Thankfully, the all important final tape does play into the heads of the clones, explaining their mission. That mission is of the utmost importance to the hundreds of thousands of people in the ship.

"Program codenamed ***Clone Bank Alpha*** *is activated only in case of extreme danger or damage to the ship, causing breakdown of chain of command. Upon activation, tissue samples are processed into clones of ship's personnel, who are then programmed with the technical and general data necessary for operation of the ship. The clone bank computer terminals are to provide equipment and authorization to the clones, allowing them to reestablish chain of command and prevent disaster."*

. . . . . .

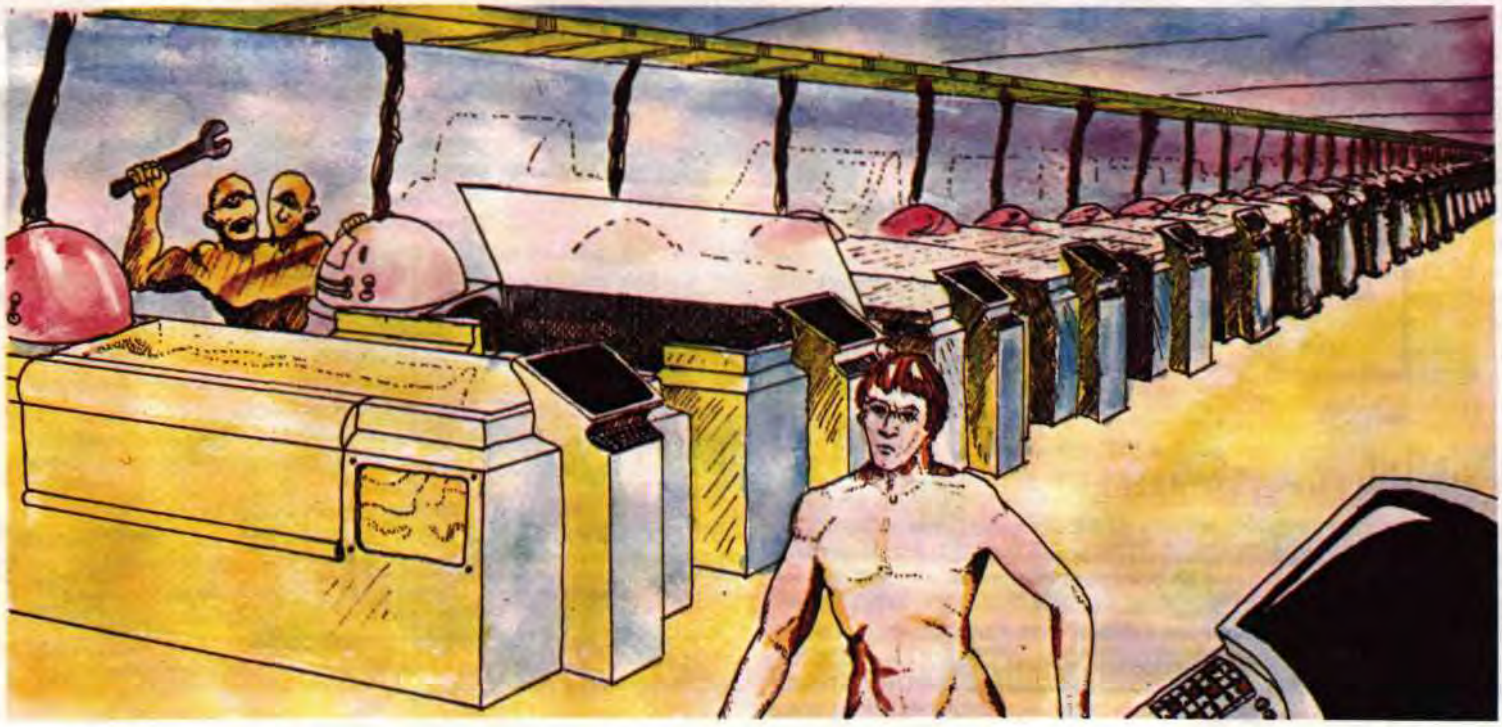
YOU are one of these clones — charged with the task of rescuing the starship from disaster. But computer malfunctions have left you without the special equipment and weapons you need to master the situation. What equipment you carry you must manufacture yourself from materials available in the clone bank complex. Some of your team are not even totally human, possessing strange mutant abilities and defects. Worst of all, there are large holes in your memories. The ship's equipment seems strange to you, and you are not sure how to operate. You remember almost nothing of the structure of the ship itself — not even where the clone bank you are in is located or how to find the important areas of the ship. The aged and broken-down computers in the clone bank complex yield no information of value.

Still, you and your party have a job to do. You must leave the clone bank, and wander the ship, gathering information, and putting what skills you have to work. But it may already be too late. The disaster that caused the loss of command in the ship was long ago, and what remains is strange, and savage, and often deadly. You are entering an unknown land . . .

This alternate scenario for beginning a game of *Metamorphosis: Alpha* has certain advantages over the idea of beginning as a barbarian from a shipboard tribe. Most notably, it eliminates the problem of so-called barbarians who own a copy of the rule book and know decidedly too much to be mere tribesmen.

CLONE BANK: DETERMINATION OF MUTATION STATUS

% Die Roll	Mutation Status
01-15:	MUTANT -1 mutation
16-25:	MUTANT -2 mutations & 1 defect
26-30:	MUTANT -3 mutations & 1 defect
31-35:	MUTANT -4 mutations & 2 defects
36-50:	LATENT MUTANT STOCK
51-00:	HUMAN



Physical mutations are numbered 1 through 30. Renumber mental mutations 31 through 67. Roll percentile dice for each indicated mutation on the table above. A roll of 68 through 00 is ignored. Physical defects are renumbered 1 through 12, and mental defects are renumbered 13 through 20. Roll a 20-sided die for determination of defects.

LATENT MUTANT STOCK

These are humans who have latent mutant abilities that may be brought out by radiation. Keep track of how many levels of radiation CUMULATIVE have been absorbed by any one latent mutant. This is the percentage chance that the accumulated radiation effect will bring out the latent mutations. Roll each time the character is affected by radiation and lives. If the latent mutations are brought out, roll on the following table:

% Die Roll	Effects
01-50:	1 mutation
51-75:	2 mutations & 1 defect
76-90:	3 mutations & 2 defects
91-00:	DEATH (lethal mutation)

PROGRAMMED SHIP SKILLS

% Die Roll	Number of skills
01-50:	1 minor skill
51-60:	1 major & 1 minor skill
61-75:	1 major & 2 minor skills
76-85:	2 major skills
86-90:	2 major & 1 minor skill
91-95:	2 major & 2 minor skills
96-99:	2 major & 3 minor skills
00:	ROLL SPECIAL SKILL (humans only)

MAJOR SKILLS (player's choice)

Ecology Maintenance Technician
Astrogator
Computer Technician
Weapons Officer
Roboticist
Medical Officer
Power Room Technician
Engine Maintenance Technician
Radiation Technician
Band Unit Maintenance Technician

MINOR SKILLS (player's choice)

Food Service Technician
Shuttlecraft Pilot
Transport Technician
Geneticist/Chemlife Technician
Small Unit Repair Technician
Recreation & Athletics Officer
Survival Training Specialist
Ship Superstructure Technician

SPECIAL SKILLS

01-15: Psionic Healer
16-30: Machine Talent
31-45: Immortal
46-60: Probability Shifter
61-75: Resurrection Talent
76-90: Mental Battery
91-00: Ability Duplicator

EXPLANATIONS OF SKILLS

WEAPONS OFFICER: +1 on rolls to hit with ship's weaponry

MEDICAL OFFICER: Can heal 1 point of damage per man per day with minimum equipment

RADIATION TECHNICIAN: Can identify radiation areas from condition of local plants, effects on animals and players, etc.

BAND UNIT MAINTENANCE TECHNICIAN: Expert with color band circuitry. Has possibility of bypassing bandlocks (at referee's option)

FOOD SERVICE TECHNICIAN: 25 per cent change to identify harmful substances

SHUTTLECRAFT PILOT: Able to fly ship's shuttle vehicles

TRANSPORT TECHNICIAN: Familiar with road systems, subshuttle tubes, anti-grav sled repair, etc.

GENETICIST/CHEMLIFE TECHNICIAN: Conversant with both human genetics and android construction

SMALL UNIT REPAIR TECHNICIAN: Able to repair minor damage to ship's equipment depending on complexity (referee's option)

SURVIVAL TRAINING SPECIALIST: +1 to hit with all weapons. 1-6 pts. damage hand-to-hand combat with humans and humanoids (Only one per party)

SHIP SUPERSTRUCTURE TECHNICIAN: Familiar with hull construction, including methods of working with duralloy

PSIONIC HEALER: Can heal 1-6 points of damage per person per day, or twice that (taking 1-6 pts. himself in the latter case)

MACHINE TALENT: Possesses instinctive affinity with all machines.

IMMORTAL: Totally immune to poison, radiation, and disease. Regenerates 5 hit points per day. Transfusion of blood into a non-immortal cures 2-40 hit points, and can be done once a month.

PROBABILITY SHIFTER: Can influence a die roll by investing hit points (1 hit point = 1 percentage point; 5 hit points = 1 20-sided die point; 10 hit points = 1 6-sided die point). Use of this power, and direction and magnitude of influence, must be declared before rolling. This power can be used whenever the character affected by the roll is within 25 ft. of the person with the power.

RESURRECTION TALENT: Can restore life by pouring own hit points into another's body. The amount of points invested becomes the maximum hit points for the resurrected person. This can be no more than the original number of hit points the dead character had. Each full day dead adds 10 percent to the number of points that must be invested. (Example: A man three days dead must have 39 points invested to gain 30.) Persons with bodies not intact or not recoverable cannot be resurrected, nor can persons already once resurrected by this method.

MENTAL BATTERY: Can power any item within 20 feet with mental energy, with 5 percent chance (cumulative) of "burnout" each melee round. Powering an item takes no real concentration, but power ends if person with battery power is knocked unconscious or moved out of range.

BURNOUT CHART

01-50: Unable to use power for one day
51-75: Unconscious 1-20 min. plus 1-day wait to use power again
76-85: Unconscious 1-6 hours plus 2-day wait to use power again
86-90: As 76-85 plus take 1-20 pts. damage
91-99: As 86-90 plus take additional 1-20 pts. damage
00: Death from energy burnout

ABILITY DUPLICATOR: May duplicate any one single mutant ability (mental or physical) or one single human attribute (strength, constitution, dexterity, etc.) of any being within 100 yards. Roll for burnout as above each melee round but with 10 percent non-cumulative chance of burnout.

Hints for D & D Judges
Part I: Towns

by Joe Fischer

When talking to new D & D judges, the one phrase most often heard from them is: "Help!"

These players turned judges are usually crammed full of ideas for new types of traps, monsters, and treasure to spring on their unsuspecting players, which is great. The trouble, in most cases, seems to be that they aren't quite sure where to start, which isn't so great. Hepefully this article will not only get you started, but show you which way to go once you are started.

When starting a new "castle," there is one necessity that every judge should fulfill; that is giving the players a base of operations where all equipment for outdoor and dungeon expeditions can be bought, and a place where player-characters can stay in (comparative) safety between adventures.

The best way to do this, besides just giving the equipment to the players, is to plan out a hamlet or town (or a small city for those with ambition and graph paper in plenty). In this way not only do the players have a base to work from, but now they can go on occasional "town adventures" to break the monotony of dungeon adventures, yet not risk their necks in the wilderness.

If a town sounds like too much work, with a little imagination, a judge can come up with his own type of supply base. In the now defunct castle "Black Star" (one of my first attempts at castle building) the first level was given over to inns, pubs, and shops — including the shop of a slightly crazy high level wizard who seemed to have a little bit of everything, including a chest of Gondorian Red, a chest of Mordorian Black, and a balrog butler named Boris (who "Black Star's ex-players should remember well).

Should a judge decide on building a town, he'll have as many options as a new Cadillac.

One of the first decisions to be made is whether or not magical items are to be sold in town. Actually most items shouldn't be sold but traded. (i.e. A magic-user, having no use for a magic shield, could trade it in for a scroll.) If so, remember that the non-character selling them must be powerful enough that the players can't acquire the magic by force. Also note that a complete plan of the seller's domicile should be done. The magic should be sold or traded at prices several times their real value; the non-character is in business to make money, not to help weak characters.

Another feature of any town or city is the local pub. Here player-characters, at the cost of a round of drinks, can find out latest happenings and more importantly, local legends. Of course the judge should decide first if he wants legends in his game. If he does, then it is a good idea to slip in an occasional "bummer" legend in with the rest. That way players are a little more leery about following up legends, and the bartenders don't get overworked.

It is a good idea to sketch out one or two of the major bars simply because literally hours of gaming time can be killed by players "trying" to sit on a barstool while picking up information and getting drunk at the same time. (Remember, all those mugs of ale add up.) And don't forget those barroom brawls. (But sire, I'm innocent. If he hadn't called you a son of a pink dragon . . .)

Should the judge decide on a town for the starting point of his game, he should first map out the general area surrounding his town and dungeon entrance(s) on hexagon graphpaper, the scale depending on the amount of detail the judge desires. This way more than one entrance to the dungeons can be made available, and also player-characters can, once they have the gold for it, pick an area to build their castle homes.

The next part is, basically, setting down some facts about the town. Population, type (whether just a normal town, walled city, port or a district capitol, etc.) alignment of the government, and so forth. At the same time, any special town non-player characters should be written down, along with any magic or special items they might have. This can be as simple or as complex as the judge wishes. Naturally the more complex this is, the more realistic and enjoyable town adventures will be to the players.

Once this is all down on paper, the next move is the mapping of the town itself. This should be done with standard graph paper: one square equals twenty feet. (This can be modified for larger towns.) And for ease of understanding, the judge should develop some form of symbol and color code should be used.

First map out the town's walls, any bodies of water, and any geographical features that are outside the walls. This should be done first in pencil, then in color after the judge is satisfied with his handiwork.

Next, any interior walls, such as the palace walls, should be mapped out. Make sure to make these different from the main wall.

Then the town (if large enough to make it necessary) can be broken down into sections, (Thieves' Quarter, Temple Precinct, Peasants' District, etc.) and each section done one at a time. First, the major buildings (temples, palaces, guild halls, etc.) should be marked. Some of these you might want to enlarge on a separate map. Then, in order, major roads, minor roads, minor stores, back alleys, and lastly the homes of the lowly peasants should be drawn in.

Part 2: Wilderness

by Joe Fischer

Probably one of the main things that keeps D & D judges from turning their games from a good dungeon into an exciting campaign is a lack of a wilderness area. If Part 1 of this series helped you enlarge your game with a town or city, this article will enable you to map in the area surrounding, to build other cities, baronies, kingdoms, even whole continents crawling with monsters, treasure, and adventure. And from there it is a simple step to turn your castle game into a full fledged campaign. (Further information on campaign games will be given in Part 4 of the series.)

Outdoor maps can be done in several ways, but I will discuss only the three used most often.

First, there can be just one map made which only the judge sees; this way any special areas can be openly marked. Second, again only one map can be used, but instead it is laid out before the players during each outdoor adventure. This method does involve the problem of how to mark the special sections that the judge doesn't want his players to know about. The easiest way to get around this is to grid off the map, then list the grid coordinates of special regions on a separate sheet of paper. Then when adventurers move in the wilderness it will be a simple matter to check out whether they have stumbled on something special.

The third way is probably the most difficult way, the most interesting way for the players, and the most fun for the judge. [It is also the recommended way. Ed.] It requires two maps: one detailed with all the special treasures and areas marked on it, for the judge's use, and one vague map where only major geographical features and cities are shown, and not always where the judge's map shows them to be. This map represents what the players know from the slight amount of information they can pick up in the town they are in.

For the first attempt it is best to stay small; map out a barony or dukedom or an area of equal size. That way the map is detailed, less ideas are needed for strange areas, (truthfully, how many weird things can you find in the average barony?) and more time can be spent on setting up a key for the map. (It is best to use colored pencils and hexagon paper on the final draft, but pencil and regular graph paper is all right for planning out the map.)

Although this is a fantasy game, and anything can happen, stay away from putting swamps on mountaintops, and rivers that flow up and down over hills. And considering that the area that you are mapping out isn't probably more than 40 × 40 miles, at least for your first attempt, it will basically be one type of terrain with a few variations. (i.e. Mapping out a small barony, it is decided that most of the terrain is grasslands, with a small river flowing across the map, a few woods and small forests scattered around, and a hilly region that borders the eastern edge of the map which happens to be the foothills of a range of mountains to the east.)

Before you can begin to draw your map, you must first decide on several things; scale of the map, elapsed time of one turn, and movement rates for players. Before you start deciding, tho, take a look at pages 16-17 of Part 3 of **"Dungeons & Dragons"** which gives basic movement rates and terrain penalties for a five miles/hex and one turn/day map. From here you can probably calculate your own movement, turn, and scale.

Now that you are ready, you can start on the map itself. You should already have the area around your town and the dungeon entrances drawn out. These should be placed near the center of your map. (This isn't necessary on larger maps, but for this size it's good for the player-characters to be able to go in one direction some distance before they reach the edge of the map.) Now you can begin filling in the rest of the map. If you haven't as yet figured out a color key, the following suggestions might help:

Blue —	Water (different shades can be used to show depth)
Light Green —	Grasslands
Dark Green —	Woods, forests, etc.
Blue Green —	Swamp
Yellow —	Desert
Light Brown —	Hills
Dark Brown —	Mountains
Red —	Major Roads
Orange —	Minor Roads
Black —	Cities, towns, hamlets

And the following symbols should help:

Triangles —	Hamlets
Squares —	Towns
Circles —	Cities
Crosses —	Fortresses

In addition, stars of various sizes can symbolize different types of capitols or seats of government, while any of the above circled means a port of that size.

When drawing your map, first sketch in major terrain features. Rivers, mountain ranges, large lakes, seas, oceans, and so forth. Fill in the empty areas with smaller types of terrain, then begin placing your large cities, ports and capitals, and work your way down to the hamlets. Now finish off the map with your road network.

Remember, when judging wilderness adventures, use the tables in the beginning of booklet 2 of **D&D** for the number of monsters appearing. The wilderness is not a kind place (except in semi-civilized areas) and players are venturing into it at their own risk. In most cases, only very strong player-characters or large parties should be able to enter the wilderness with any sort of chance of surviving. It is true that weak parties can survive in the wilderness, but seldom for any length of time.

Part 3: The Dungeons

by Joe Fischer

For once it is the author, not the judges, having trouble getting started. For, when it comes to ideas for improving the dungeons, the possibilities are endless. So, in order, I will try to deal with the following areas: Entrances, Traps, Treasures, Mapping, and Monsters. Again I hope this article will help your judging improve; good castles are always in demand.

When judges of D & D, new and old alike, think of an entrance to the dungeons, the greater percentage think of an old ruined castle somewhere outside their town. And many of this same group have the mistaken impression that there is only one entrance to every dungeon. Both these ideas are wrong. True, the famous game of Gary Gygax and Rob Kuntz is built around and under Greyhawk Castle, but this is far from being the only entrance. Besides the castle, I have discovered an entrance through an old dry cistern and another entrance that is under a pool of quicksand, and even an entrance in a simple hole in the ground.

In other games I have discovered the dungeons were under the town, or under the town guards' barracks, and even under one of the peasant's hovels. So as far as entrances go, it makes no difference where you put it or how you disguise it, as long as the dungeons are good. But the entrances can make the castle even more interesting.

The most fun involved in planning a new level is laying out "friendly" little traps for the players to find. These should be evenly spread out in the dungeons, (if concentrated in one area, the players will eventually ignore that part of the dungeons, and good traps will go to waste) and not used too often: players tend to stop adventuring in games that have more traps than treasure.

Traps don't always have to be harmful. Sometimes it's possible for a trap to also be a treasure, depending on a die roll. A good example of this is a party, upon entering a room in the dungeons, finds a pile of bones in one corner. Discovering nothing else of interest, the leader decides to take the time to reconstruct the skeleton. Once put together, the skeleton can do one of four things; attack, serve the party until destroyed, lead to the nearest unguarded treasure, or lead to his master, who happens to be a high level magic-user. Or the skeleton can do nothing, except take up a lot of time, in which the judge can roll dice for more wandering monsters.

One of the most popular types of traps is where the treasure, or the chest it is in, is the trap. Various traps can be placed on the treasure so that when touched or removed from its chest the party can be transported, with or without the treasure, or take so many dice of damage (the number of dice depending on the amount of gold pieces, or the rarity of the magic) or have the item explode. Or the magic that is in the treasure can be intelligent so that it keeps on trying to get back to its real owner. And when it comes to treasure chests, the author uses the following table . . .

0-50	A normal chest
51-00	Trap on the chest, go to the following table
0-30	1-4 spring loaded daggers fire when chest is opened
31-50	Same as above, but the daggers are poisoned
51-65	Poisoned gas released when chest is opened
66-75	When chest is opened, it acts as a Mirror of Life Trapping
76-85	Exploding chest, if opened the chest explodes doing 2-7 dice
86-90	When chest is opened, an enraged spectre comes out
91-95	All members within 5' lose one level of experience
96-98	All members within 5' lose one magic item
99-00	Intelligent chest, act as if chest is a 2nd-9th level magic-user, including spells

16a

Other traps can be intelligent gold pieces; they have the nasty habit of screaming when taken from the room they were found in, which draws all sorts of monsters, or throwing themselves en masse at whoever makes the mistake of opening the chest they are in. The damage caused by the gold can vary. Or even more discouraging is finding out that after fighting a red dragon and losing half the party they have won 60,000 chocolate centered gold pieces; real value being about a copper piece each.

James Erdman of the S.L.W.G.A. came up with a very interesting trap. How would you like to be in a basically lawful party intent on doing some adventuring under the ruins of a castle only to find it guarded by a kingdom of dwarves? And when the leader of the party tries to parlay with the dwarvish leader he discovers that this dwarf kingdom happens to be chaotic, and willing to kill the whole party at the drop of a copper piece. In many castles you can find creatures that just don't seem to be of

the right alignment. This makes for highly interesting playing, for it causes the player to be much more careful than they normally would have to be.

If you are having trouble finding new traps, go back to your Sword & Sorcery type books and you will be surprised at how much usable material there is when one looks closely. (For example see Clark Ashton Smith's story *"The Weird of Avoosl Wuthoqquan"* in his book Hyperborea).

It's always fun to create and use treasure that throws a party of adventurers into indecision. A personal favorite is Monster Gems. Monster Gems are magical gems worth 500 gold pieces each. They are magical in the fact that when commanded, the gem will turn into a monster. (Roll die as if rolling for a wandering dungeon monster.) The trouble is that the owner might get anything from a koblod to a red dragon. Now the player-character has to decide whether giving up 500 gold pieces is worth the chance of getting a kobold or goblin. (Which only stays a week, like all monsters created from Monster Gems. Also when the monster is killed, both monster and gem are destroyed.)

Thanks to members of the S.L.W.G.A., especially Marc Kurowski, whose magical item is next, I can offer the following magic to add to your list.

Hobbits' Pipe:
This seemingly ordinary clay pipe is really a wondrous magical item. When common "pipeweed" is smoked, the pipe will give the user the ability to blow multi-colored smoke rings at the rate of four per turn, and these smoke rings will go wherever ordered by their creator. (Moving at 4" per turn, though high winds will disperse them, and lasting 1-6 turns.) At first, this seems like a worthless ability. Consider: An Evil High Priest attacks a party of 3, one of which owns a Pipe. He lights it, and sends smoke rings around the E.H.P.'s head, blinding and confusing him so that he can't use his spells. (Which the party was all too happy not to catch on the chin.) Magic pipeweed (which is highly rare and only grown in the gardens of wizards) may be smoked in this pipe and certain advantages will accrue. These will be enumerated below. Usable 3 times a day.

Pipeweed of Tranquillity:
The smoke from this pipeweed will cause all hostile creatures to refrain from attacking, non-player characters of the smoker's party will have a plus one added to their morale. Range: 6" radius, duration: 3 turns plus 1-4 turns if used in a Hobbits' Pipe.

Pipeweed of Stoning:
The smoke from this weed will cause any creature within range to be turned to stone, saving throws allowed. Range: 6". Note however that on any given turn there is a 25% chance that the wind or something will be blowing the wrong way and the smoker will get stoned. A Hobbits' Pipe decreases this chance to 10%.

Pipeweed of Illusion:
The smoke from this pipeweed will act as a Phantasmal Force spell. Naturally this won't work in a high wind or drafty corridors. If used in a Hobbits' Pipe the spell will last 1-4 turns longer.

Pipeweed of Acapulco
It's easy to see all the fun a judge could have with a player-character who happens to accidentally smoke this: causes the smoker to treat everyone as his friend, stands around in a stupor, not attack and defend at minus 3. Lasts 2-12 turns. If smoked in a Hobbits' Pipe, allow saving throws.

Ring of Magic Missiles:
A magical ring that holds 10 Magic Missiles which can be fired two at a time. It can be recharged. It takes two magic missile spells to replace every one in the ring.

Bag of Infinite Wealth
A magical bag that turns base metals into gold at the rate of 100 gold pieces/day.

Helm of Forgetfulness:
Appears to be a Helm of Teleportation but when it is worn, all things are forgotten. Saving throws are allowed; if saving throw is made then there is only a partial memory loss. Intelligences from 13-15 have a minus one on their saving throw, 16-18, minus two.

Ring of Infravision:
Same as an Infravision spell except it works as long as the ring is worn.

Other types of treasure that you can throw at your players are: the magic of a Staff of Wizardry put in a ring; an Unholy Sword, which is just the opposite of a Holy Sword; a Wand of Fireballs shaped to look like a dagger; an idol that answers Yes and No questions once a week; a monster that when killed turns into a pile of gold pieces (500-3000 G.P.); or an incense burner that when lit its smoke acts as a Crystal Ball (remember to only allow the players to use the incense burner in an area with no drafts, otherwise the smoke will be too dispersed to work).

I'm not going to describe how to map out a level, since this has been done already by the authors of D & D in their D & D Volume III entitled "Underworld and Wilderness Adventures." What I do plan to do in this section is give some ideas on areas, levels, etc.

One of the most interesting adventures I've ever had dealt mainly with the idea of what would happen if a knight in shining armour was suddenly transported aboard the "Santa Maria" on its way to discover America. To carry this idea further, you can create all sorts of strange areas; have a wizard suddenly find himself on the Normandy Beaches on D-Day, a Patriarch who finds himself as a stowaway on the nuclear powered U.S.S. Nautilus on its shakedown cruise, or even a Lord who finds himself on the banks of the Little Big Horn and sees a column of blueclad cavalry figures riding towards him.

One type of area I personally like to work with (and the players in my game shiver at) is underground rivers, lakes, seas, or a combination of the three. This also allows for islands where special monsters and treasures can be placed so they are hard to get at. (How many parties carry boats or rafts with them?)

Naturally, with an area as big as a lake, sea, or river, characters are not going to be able to journey across (or down) in one or two turns, so special monster tables will be needed:

1 Men (see sub-table 1)
2 Giant Fish (5-30) 6'-24'
3 Giant Serpent (1-4) 10'-60'
4 Crocodiles (4-24) 3'-18'
5 Flying Monsters (see sub-table 2)
6 Beach Monsters (see sub-table 3)
7 Giant Water Snakes (1-6) 6'-24'
8 Nixies (3-30)
9 Mermen (5-50)
10 Dragon Turtles (1-4)
11 Whirlpool (lasts 1-10 turns) 10'-120'
12 Wrecked Ship/Raft (see sub-table 1 for occupants, if any)

Sub-Table 1

1 Heroes
2 Thaumaturgists
3 Swashbucklers
4 Magicians
5 Evil Priests
6 Myrmidons
7 Enchanters
8 Superheroes
9 Sorcerers
10 Lords
11 Wizards
12 Evil High Priests

Sub-Table 2

1 Dragons
2 Balrogs
3 Wraiths
4 Gargoyles
5 Wyverns
6 Spectres
7 Chimeras
8 Vampires
9 Cockatrices
10 Manticores

Sub-Table 3

1 Giant Crabs
2 Giant Leeches
3 Men (see sub-table 1)
4 Giant Snakes
5 Dragon Turtles
6 Crocodiles

Then there are areas like the Pool of Endless Ogres, where one ogre comes out of the pool every turn that adventurers are in the cavern the pool is in. Or the Room of Gems, where three turns after the gems are taken out of the room 50% turn into orcs and immediately begin to attack the party.

The favorite books of the judge can be turned into parts of the castle, or worlds that adventurers can be transported to, like Larry Niven's **Ringworld,** Tolkien's **"Moria,"** Clark Aston Smith's **Hyperborea,** Arthur Conan Doyle's **Lost World,** or Fritz Leiber's **"Newhon."**

Certain parts of maps, or even single rooms and corridors, can give parties problems even though no monsters are present. Like a 10' x 10' room that shrinks people down so that they seem to be in a 200' x 200' room. Once they cross the room they are given back their true size. (This is designed to drive the map-makers in the party crazy.) Or a room maze that has transporters everywhere that transport the players back to the center of the maze. Or even a room that has seemingly unguarded treasures that when touched, activate secret doors that allow hordes of hobgoblins to attack the unsuspecting players.

Actually any sort of maze, whether room, corridor, or stair maze, is fun for the judge and a headache for the players. The major problem with mazes is getting the players into it. One suggestion is to simply transport the party into the middle of the maze. Or you can have an escaping orc with a valued magic item run through a one-way door. When the party follows, they find out that they are in one end of the maze, with the exit on the other side.

When it comes to ordinary monsters for guarding normal treasures, D & D, Greyhawk, Blackmoor, and the Creature Features in The Dragon have everything you need. But when it comes to those special treasures, then look to the fantasy writers like H.P. Lovecraft and his gods and demi-gods to help you. Or the terrible sand worms of Frank Herbert's **Dune.** And if you can't find enough in the field of fantasy, then check out the science-fiction writers of today. Like Larry Niven's "Puppeteers," Dickson's "Dorsai," H.G. Wells' Martians, or the creatures and peoples of the **Star Trek** Series. (How would you like to be walking down a corridor in the dungeons and be transported to another strange looking corridor, on the "Starship Enterprise"? With a tall humanoid with pointed ears saying "Highly illogical"?) Or even worse is not using fiction at all, but fact. In other words your players could find the Bermuda Triangle and what causes it!

The Play's the Thing . . .

by Thomas Filmore

The dreamer's art, the ability to cut loose from the restraints of reality and touch new shores and lives, is the essence and lure of D + D. It is the challenge of pitting one's skills and common sense against a strange and sometimes hostile universe where death awaits with open arms. Numerous times have we died, those of us who love the game, only to rise again to battle as a new character. As our character grows in experience and memories, so does his depth of personality, becoming more individualistic and unique. Role playing is a side of D + D which gives it much of its flavor. As a player defines his character's desires, his hopes and fears, weaknesses and vices, his commitment to him becomes deeper and this investment leads the player to more dangerous but satisfying exploits. Much is missed by those who play their characters always with the same personality, never trying on new faces or actions.

When you roll up your next character, try investing more in him than just the six die rolls. Try to create a colorful background for him. Give him a purpose and reason for being where and what he is. Could it be that he is a rich bastard, always getting his way due to position and wealth and expects to do so now? Or was he a serf that rose up and killed one of his Lord's men and is now an adventurer/outlaw? How would your character react to authority, what does he want in life? Does he have a drinking problem? Does he chase women? Is he brave? Greedy? Tricky? Just what does he want from adventuring? By investing a few minutes into developing your character, you can extend the game down hundreds of new avenues.

Role playing is part of the game right now. Many of the rules are there to define the limitations and advantages of different classes. By causing different strengths and weaknesses in each character type, the author encourages the player to adopt different strategies in playing each character. The brave fighter with his extra hits and armor, the cautious magic users with his spells for protection, the thief with his abilities to sneak and hide are examples of this. Others have gone farther, providing tables for discovering background information and ramdomly giving each character various advantages and disadvantages. But all of this information is just the raw data, it is still the player who must incorporate it all and reflect it in his playing of the character.

There is a danger here, one which is the weakness of the players in the game. Too often do memories slide over from an old character to a new one, and revenge is sought for acts committed in a previous game which this character would have no way of knowing. On occasion, vendettas have begun where the game becomes a backdrop for one player's efforts to kill another player's characters. Memories should end when the life a character ends or as a player begins a new character. This is an important part of role playing, to keep that personality and its memories in a tight box which does not leak over into other characters or games.

But if this danger is understood and accepted then let yourself go. Try to be someone you are not and see how it feels. For example:

Saltair: Lowly dwarf of the Seven Hills who had always been underground for most of his life and is uncomfortable outside. He was a miner in the hills, before that son of an orc Tasp got killed and the blame went to him. To solve his problem, he took to drinking and everytime he is outside he usually hits the stuff hard. He is belligerent, hates almost everything, and justs wants enough money to keep him in drink while he looks for the big strike. Then he will head back to the hills and pay off everyone and their brother and live the rest of his life in those hills. Between drinking and gambling, he rapidly loses most of the money he gathers by adventuring.

So, personalize your next character, play the part of a saint or demon, vary your characters as much as possible to experience the range of excitement available in the worlds of D + D.

LANGUAGES

or,

Could you repeat that in Auld Wormish?

by Lee Gold

Editor of ALARUMS AND EXCURSIONS, the D & D amateur press association.

The Rules lay down that each species has its own language, except for humans, most of whom can speak "common" (as can 20% of the non-humans . . . as an extra tongue). In addition, each alignment has its own language, known to all its members and recognizable as such by all non-members. Creatures may speak several languages, either by virtue of their natural intelligence or by magic. Thus an elf with an Intelligence of 18 speaks six native languages (Orc, Hobgoblin, Gnoll, Elf, Common and his alignment) plus eight acquired ones (one for each intelligence point over 10), while a human with an Intelligence of 3 can speak only Common and his alignment language — and probably has a low vocabulary in both.

Magic is useful in extending one's language ability. A Cleric can acquire the ability to speak the language of any animal, and a first level spell has been proposed that would allow a third level Thief or any Magic-User taking it to speak any language in which he had found an inscription that he could read. (The Thief has an 80% ability to read languages; the Magic-User would have to carry the "Read Languages" spell in order to succeed.)

Extra languages may also be acquired as a divine or magical favor. There's one San Francisco area mule who now speaks Japanese as a favor from a Monkey God, so that he could communicate with his 9 Intelligence, Japanese-speaking master. And one of my own dumb Clerics was given the ability to speak Were St. Bernard as a gift from a rather eccentric Wizard. (He hasn't found anyone else who speaks it yet, let alone Were St. Bernard, but he's still looking.)

So much for what the Rules provide for. What are the implications of all this for D & D play?

To begin with, let us take up the question of alignment languages. Some groups have allowed characters to take an alien alignment language as a tongue learned by virtue of high intelligence. I myself feel that the world-view of each alignment is so different from the others that speaking an alien alignment would be impossible to do perfectly and difficult to do well. In my dungeons, Lawfuls or Chaotics have only a 30% chance of understanding anything in the opposing tongue and a 60% chance of understanding anything in Neutral. They can speak the opposing tongue 40% understandably and Neutral 70%. Neutrals have a 60% chance of understanding either Law or Chaos and a 70% chance of speaking it understandably.

How far does language ability go? One can talk to animals. One can talk to plants. Can one talk to bugs (insects smaller than a grasshopper, say)? Con one talk to bacteria? Stones? I have encountered one character who took "Wall" as a language and attempted to interrogate dungeon walls as to what lay behind them. In my dungeon, the walls drunkenly replied, "I don't know; I'm plastered." I feel that anything for which a command potion/ring/staff/wand/rod does not exist should not be able to carry on a conversation.

To what extent are there meta-languages, the non-human equivalent of "common?" Can a Mule understand a Horse? Can a Unicorn? I use an Equine tongue, 70% understandable and speakable by Horses, 70% by Mules (to whom it sounds very aristocratic), 50% by Unicorns. Similarly there is Auld Wormish spoken by 50% of all middle-aged or older dragons who are up to speaking any language, and the Great Tongue, spoken by 50% of all giants well enough established in the community to have a lair to live in. I also play that Lyranthropes have an 80% chance of understanding Common (though they cannot speak it in were-form) and a 40% chance of understanding the language of the species they resemble in were-form (though they cannot speak it in human form). Thus there is a 40% chance a Were-wolf would speak Wolf, and if he does so, a 70% chance he would also speak Canine.

Can one change a language taken as an IQ ability fringe benefit? Many groups rule not; some, however, allow an individual to learn one new language and forget one old acquired one each time he goes up a level. This seems reasonable. A first level character has more need to speak Goblin than Red Dragon; a seventh level one, the reverse.

Languages can sometimes be used for other reasons than communication. I once encountered a fighter who had taken Balrog as a language . . . for the purpose of swearing in it when annoyed. I also met two characters who used to exchange what appeared to be snide comments on the rest of the party in Minotaur, a language none of the rest of us spoke.

The usual use of language, though, is to communicate. This is an especially vital skill to the spellcaster. A potion or device of commanding apparently carries the language ability to speak to the class of entities to be put under control, but the standard spells do not. Little use can be made of a Charmed or Held enemy if there's no way to give him orders or interrogate him save through sign language. And mute phantasmal beings are always less convincing than vocal ones. The ability to speak to the party's mule or to a character's own mount may also be a valuable one at times. It's far easier to calm such an animal if you speak its language. Learning "Mule" can be a far cheaper way of inspiring a pack animal not to run away the first time it meets undead, than having to spend 250 GP for training it or 150 GP for buying barding for it, so it won't feel so vulnerable.

Finally let us look at the Common tongue. As mentioned before, the Rules lay down "most humans and some (20%) other creatures and monsters" know it. I doubt if they speak it with the same accent or even quite the same grammar or vocabulary. West coast fans play that most humans also have some other language of their own, the one of their particular native culture. It may be a current tongue such as Japanese or French or English. It may be a sub-species like Neanderthal or Merman. It may be a tongue from legend or from some fantasy or science-fiction work, such as Atlantean or Lankhmarian or Gorian. It may be a tongue from some geographical source like High Martian or Swampish or Shastan. Such people also speak Common, of course.

Still, dungeon-dwelling humans are apt to think in their personal tongues rather than in Common (an important point for would-be telepathic eavesdroppers to keep in mind). And such personal tongues can be used to make your human character more individualized, always a good thing to strive for.

Sometimes such a language characterization can pay off too. I was once in a party that encountered a formidable group of Morlochs. We resigned ourselves to a battle that would surely kill off most of us. But our leader, a Caveman Cleric of great Charisma, found to her delight that she could communicate with the Morlochs in Cavish. It turned out they were 60% mutually comprehensible. Enough for her to learn they were Neutrals, trekking down to a lower level of the dungeon and willing to leave us alone if we paid them a tribute of all the wine we were carrying. We paid them with delight and then went off to loot creatures we were more on a par with.

Alarums & Excursions is highly recommended for D&D'ers everywhere. Ed.

THE DEVELOPMENT OF TOWNS IN D&D

by Tony Watson

Introduction:

Most D&D campaigns center around a dungeon and most of the players' time is spent in exploring the labyrinth and battling the nasties to be found therein. Rightly so; the depths are the place where the most fearsome monsters, trickiest traps and, of course, largest treasures are to be found.

As well, there is adequate coverage of wilderness adventures, with descriptions and rules especially pertaining to above ground quests and encounters.

Yet, though the rules suggest basing players in a town or village, few DMs. (*Dungeon Masters)* do much to "flesh out" the town and make it a place of interest in itself and not simply a logistics point for characters.

If imagination is used (and there surely should be no dearth of that in any DM), towns can be made enjoyable and worthy of exploration and adventures themselves.

Laying out a town can be time consuming, especially if you are already struggling to find the time to put together your underworld. Yet the effort is certainly worth it. Hopefully the following suggestions can serve as useful guidelines.

Part I. The Town Layout:

Ideally, the town laid out in a manner similar to your dungeon, and if possible, using the same scale. The multi-use of a graphic and scale system will make transference from the town to the underworld much simpler for the referee. I use a 3'x2' sheet divided into 1" squares, further divided into ten sections and call each tenth of an inch 5'. This makes for a highly realistic scale and a large town. However a regular size piece of graph paper will do just as well; again, transfer from your dungeon system.

A small village will do at first; you can save your ideas for a city of wicked splendor for later efforts. In any case, the size of the sheet you are using, and the scale chosen, will dictate the size of your town.

Now on to specifics.

If the town is going to be a fairly large one, you should consider whether it will be walled or not. This would be most likely if it were on the border of your mythical country and a sometimes-hostile neighbor, or if it were astride an important trade route or waterway. Also a town of almost any size would have a keep nearby or inside the town itself to house the ruling lord and his retainers, who would serve as the local law and order.

The designer must also decide the local terrain. A river or stream should be nearby for a water source as well as fields for sustenance farming. Is the town on the coast of a lake or sea? Is it an outpost in a heavily wooded or mountainous area? All these factors will determine the local economy and the type of wilderness adventures that players can have in the town's vicinity.

Once these primary decisions are made the actual planning may commence. Since most campaigns are set in psuedo-medieval times, a glance through some books of city plans of that era (and most libraries have at least a few) will be helpful.

The buildings themselves need not be large, or their rooms spacious. Avoid the supermarket syndrome. Most medieval dwellings and shops were small and consisted of only a few rooms. A large block could be laid out and contain a number of residences and shops, since this was often the case.

Second and third floors can prove to be a problem. I suggest these two methods: drawing in rooms and such of higher levels on separate sheets, one per level or, alternately, putting them in on the main map, but in a different color. I suppose you could dispose of upper floors entirely, theorizing that the action would take place on the lower floors anyway. Generally there shouldn't be more than three floors save in the case of a special tower or temple.

As you lay out the various buildings, it is probably easier (and more esthetically pleasing) to group like establishments in the same area. Here are some of the shops that could be included in a business district:

armorers — sells, repairs, and fashions armor and weapons
cobblers — shoes, boots
cartographers — wilderness and dungeon maps available 100-600 gp depending on remoteness of the area
candlestick maker — torches, brands, incense, candles
weaver — tunics, breeches, shirts, cloaks, blankets
barbers — haircut and shave one gp
pawnshop — armor and weapons bought and sold but have a 1 in 6 chance of being defective in some manner; some magic items; prices should be lower than new of course
Various other artisans, such as glassblowers, painters, sculptors and stonemasons might be included if the town is large enough to warrant such types.

Most assuredly there should be a town square that serves as an open air market. Food, wine, packs, rope, household items of metal and wood, perhaps even some magic items should be available. There should be a chance, perhaps 1 in 4, that a foreign merchant or two is in attendance. They might have items of all types that are not available in the village, as well as news and rumors from distant lands. Perhaps they might be interested in finding warriors to serve as caravan guards or rangers to act as guides. Every once in a while a merchant could be hauling something truly bizarre; an artifact, a subdued dragon, etc.

The market place itself should be a hot bed of rumor and local gossip, a good percentage false. It is the meeting place of the common folk, and when your players visit there to outfit an expedition, be sure they hear a few choice bits of information, be they true or not!

Near one of the roads leading into the town, there should be a stable (horses boarded 2-3 gps per week) a smith, and a wheelwright who repairs and constructs wagons and carts. Horses might be available here, for sale or rent.

If your town is on a coast be sure to have a dock section with fishing boats and trading vessels available for hire or seeking crew members or marines. Once again, the gristly old sea hands should be filled with stories and lies about strange lands across the sea or terrible ocean-going monsters, (or maybe even a special island the DM has worked up.) The docks should also be a good place to meet foreigners and visitors. As well as a seamen's tavern, this section should include an open air fish market, a sailmaker and maybe a shop specializing in naval charts and gear.

Another portion of the town should be concerned with the higher classes, such as rich warriors, merchants or bankers. Their houses should be nicely built and guarded, for these types are sure to have treasure lying about.

Either in a special area, or grouped about the town square a few temples are a must. Of course they will be staffed with their attendant clerics and a character of suitable level as a patriarch or bishop. Player clerics may wish to belong to one of these sects. This will encourage participation in the town as whole. If the DM has time he can work out some basis to the religion to "flesh" it out. Naturally temples should be large and ornate, and have a few treasures within them.

The most interesting area has been saved for last. This is the darker side of town, a place where honest men are loath to go save in groups (a 1 in 8 chance of encountering a thief or being attacked by a band of brigands, per turn. At least one or two taverns should be located here with their attendant patrons and barmaids. A sleazy boarding house is in order as well. Other points of interest might include:

soothsayer — for 20 gps this woman (or man) will "predict" how a planned expedition or exploit may turn out. Once players give a general idea what they have planned the DM will respond, drawing on his knowledge and an accuracy dieroll.
magician — simply a non-player magic user who will cast spells for a fee (say 50 x spell level).
brothel — No thieves' quarter would be complete without one. As well as being a haven for earthly delights it should be brimming with privy information (available for bribes of 10-100 gps). Fees are about 20 gp (35 for the "special"). One to six male patrons of all types and classes will be in the waiting area.

square — an open air square where freelance prostitutes, spies, assassins, and thieves can be met. Another good area to purchase purloined items.

No town or village would be complete without a full complement of taverns and inns. These are the heart of the town and where the nuclei of adventurers meet and discuss their plans.

It is reasonable to assume that each tavern would have its own particular clientele. For example, in my town, one inn is the only place in town to put up elves, dwarves and hobbits, so that visiting characters of this type would most likely be found there. The exact composition of patrons at a given moment can be obtained in a system such as the following:

Falgrave's — where non-humans frequent and stay when in town. Falgrave is a dwarf himself and up on non-human gossip. 3-18 patrons, ⅓ of which shall be non-human and ½ will be warriors; the rest will be townspeople, nonhumans of other classes. 1-4 will be non-human wayfarers or merchants.

Another inn could be frequented by visiting human merchants so half of its patrons would be men of such class. Another tavern might be the meeting place of local warriors and thus a good place to swap tales and find the non-players to round out an adventure (persons also known as monster fodder . . .).

Other establishments might cater only to clerics or the wealthier classes. The possibilities are limited only by the town size and the DM's imagination.

To round out the town I'll throw in a couple of ideas best categorized as miscellaneous.

Surgeon — for a fee of 25 gps the doctor will attempt to cure 1-6 wound points (50% chance of success); for 35 gps he will attempt to cure poison (a one in six chance for success). Maximum of one attempt per day and one successful healing or cure per week. Money paid despite the success or lack thereof, of the attempt.

Library — a number of scholars will seek out knowledge among the many tomes and volumes for a fee. The base value of general information is about 100gps with specific facts increasingly more expensive. (Types of knowledge might include legends concerning a certain area or dungeon, or DM created monster, Scribes available to identify and write in languages.)

As the DM develops his town he should keep a town directory, listing the address of the establishment as well as its function. A few phrases describing the interior adds to the color. This should be followed by pertinent info on the proprietor, types of patrons or visitors and their number (as in the above, Falgrave's example). Then as players enter a shop or market the DM can give them a brief idea of the place and make it come alive for them.

Part II. The Town Population:

Once you've got the physical aspects of your town laid out, you're going to need someone to populate it. These non-player characters will provide the needed bodies to serve as shopkeepers, merchants, tavern owners and patrons, warriors and magic users your players will run into. They will truly serve to flesh out the skeletal structure your previous work has provided you.

It is probably best to roll up a large amount of character first and then assign them jobs and positions in the town as seems appropriate. It is not likely that the village smith would be the possessor of a mere 3 or 4 strength, or that a man with an 18 intelligence would serve as a cook's apprentice. If you can't find the certain person you need from the pool you've rolled up, Fake it! Just supply the needed attributes you want for those particular non-players. You certainly have license as DM to literally create the right man for the job.

The easiest way to keep track of these non-players is to get a small note book and devote it to that purpose. As to the segregation of types, I've found that the headings, "warriors", "magic-users", "clerics", "townspeople" and "specialists" (the latter referring to the myriad of new character types that have lately appeared) suit admirably. Be sure to leave room as you will probably wish to on your initial population base later.

All standard attributes should be rolled for in the usual manner. If you wish to reflect the fact that the adventuring types are more likely to be the cream of humanity, throw 3 four-sided dice for townspeople. Additionally, women, for strength and constitution only (forgive me, any liberated women reading this), and children, for all attributes, can use two standard dice. Other considerations can be determined on the following chart. Roll once for EACH category.

Die Roll	Alignment	Age	Personality	Loyalty
1	Law	young	Very cooperative, friendly	High
2	Law	young	Cooperative, friendly	Loyal
3	Law	young	Friendly	Average
4	Neutral	Middle Age	Non-commital	Average
5	Neutral	old	Unfriendly	Disloyal
6	Chaos	Very Old	Hateful	Low

Die Roll	Initiative	Level
1	High	Special
2	Average	3
3	Average	2
4	Average	1
5	Average	1
6	Low	1

Chart Key:

Level — straight forward, simply the experience level of that character. For "special" roll an eight-sided die and number rolled equals the level of the character.

Alignment — Again, just as it appears. I've reasoned that a town is a lawful place just by its nature of structure and emphasis on order in its design. Hence, only a small chance for chaotic alignment.

Age — more informational than functional. I only wanted to provide a characteristic to help tell people apart. Add one to roll for each whole group of two levels above 2nd level the character has gained. Add one always, for magic-users.

Personality — The hardest, and the one the DM will have to add to the most. This will give a basic idea of how a particular person is going to act when players interact with him. A die roll of 1 here would affect subsequent random reaction die rolls with a +2 when the character is asked to do something, go on an expedition, etc. A die roll of 2 would be a +1 while rolls of 5 and 6 would be -1 and -2 respectively.

Loyalty — In a manner similar to personality, this category would affect any rolls for desertion or other tests of loyalty. Low loyalty coupled with a chaotic alignment might result in the character betraying the party to an evil high priest, etc.

Initiative — This is to help the DM mainly. Average initiative will mean a character won't be particularly bright or innovative, while high initiative might mean a strong character who could be a leader if the players are botching the show. Low initiative characters have to be told to do everything.

After you have rolled up a bunch of people, enter them in your notebook. In addition to the above material, it's a good idea to list a place or two where the character might be found. To real flesh them out, add a few bits of information about them personally. For example:

Blatherson of Hillock

Strength 12 — Constitution 9 — Intelligence 13 — Charisma 15 — Dexterity 8 — Wisdom 7 — Align: Law — Age: Old — Pers: Coop/Frnd — Loy: Loyal — Int: Aver — Level: 4 Found in Golden Goblet tavern, likes to tell war stories of his heroics in Goblin Wars (over-emphasizes his own importance), loves a good mug of meade.

More now than just monster fodder, Blatherson is a real, if somewhat Falstaffian, character. By adding these little bits your die roll generated population will take on a little semblance of real people and become more than bodies attributed with certain mathematical characteristics. Your players will actually be able to make friends with certain townspeople, as well as cross others. With the inclusion of personified townspeople your town will literally come alive.

The development of a town can be a truly rewarding experience for both the DM and the players. Approached in the right manner (and the ideas presented here are only offered as suggestions) can be a place of interest in and of itself, and certainly worthy of one afternoon's adventuring.

Let There Be A Method To Your Madness

by Richard Gilbert

WHEN DESIGNING A DUNGEON; before you begin madly scattering chutes, monsters, and secret doors, take a moment to figure out what it's all for. If you are postulating a world with any sort of "realizm" at all, you must appreciate that a dungeon doesn't just come into being for the hell of it. To the peoples of your world, digging a dungeon out of solid rock is a tremendous task, one not to be undertaken lightly.

With some rare exceptions, the dungeons which a player encounters have been abandoned by organized society. However, it required an organized society to build them in the first place. You, as the designer, must think like the builders when you design a dungeon, and allow for all of the necessary functions of the dungeon.

Don't be concerned that the players entering your organized dungeon will have too few difficulties in traversing it. Any D&D player quickly develops the suspicious mind and almost paranoiac attitude necessary for survival. His fears, coupled with his general lack of information about your dungeon, will make your dungeon far more mysterious than you would ever believe.

If organization and detail seem like too much extra work for you, then relax. It won't take you any longer to create a dungeon this way, and in fact it will probably be faster, due to the benefits of being organized, knowing exactly what each area is for and why it is there. The time you spend in initial planning is cancelled out when you set up the individual levels, because you don't spend ten or fifteen idle moments wondering what to do with the next level. You already know! Using the basic ideas I'm about to describe, I have created a ten level cave-dungeon complex, complete with maps, monsters, treasures, and legends in only seven hours time.

Before you do anything with a dungeon, you should have specified where it will be located, what the surface area looks like, and what, in capsule form, its history is. The two chief items of the history are its age and who built it. Age is important, expecially time elapsed since it was last in regular use, because it determines the condition of any perishable items found within, and for some worlds, what sort of artifacts could be present. The builder, that is, the being who caused the castle dungeon to be built, is the single most important factor to develop before actually working on the dungeons.

The builder's occupation, social standing, alignment, and personality will decree a great number of levels just for his own personal use. These are levels with specific functions which are unique to his type of character. Give the builder's character a few personal tendencies, such as being sneaky, grandiose, austere, or a hater of straight lines, and you have a blueprint of what to put in your levels and, better still, a pattern on how they should look.

Again I say relax! Players entering your dungeon will not soon, if ever, perceive this pattern. First of all, players usually are prone to not seeing the forest for the trees, and secondly the rooms are no longer used for what they were intended. Here's an example of what I mean: take a walk down a street which still has a number of store buildings standing which antedate 1910. Look at them closely. Then without asking anyone or looking it up somewhere, figure out what each of them was for. How many did you get right? Now try it in pitch darkness by torchlight, with monsters around, and without any little tell-tale signs like railroad tracks, truck sized doors, or distinctive shape on something four centuries old instead of a mere three generations . . . They'll never guess, either.

On a smaller scale, hero Dancing Bear and his motley crew come across a rotting wood door reposing on the floor in front of an empty doorway. Through the doorway they see a 10' x 10' room with small bits of rotting wood, intermixed with glass and metal, on the floor to the left, a rusted iron ring on the back wall, and a larger pile of rotting wood on the floor to the right. In the far right corner is a dark stain on walls and floor, except for a lighter patch on part of the floor. Much dust and small skeletons. What was this room used for? You don't know!!! (Heh, heh)

You, as the builder, know perfectly well. The ring on the wall is a doorhandle, leading to several cells beyond. The junk to the left is the remains of a few flails of the cat-of-nine-tails variety, which had wood handles and leather flail straps, in which were imbedded jagged bits of metal and broken glass. The metal and glass remain, the wood is rotting away, the leather straps were gnawed away by rodents, and the cloth bags tacked on the wall which held them are long since dust. The debris on the right was once the desk and chair of grizzled old Sergeant Lumbago, the warden of this cell block, whose habit of spitting tobacco juice at his battered and long lost cuspidor (it was buried with him as an act of sanitation) has forever marked the corner where it sat, now marked only by a lighter area amid the constant storm of his expectoration. Either you or old Lumbago could have told the esteemed Dancing Bear that there was nothing behind the semi-secret door but skeletons and perhaps the undead, but he will just have to find out for himself.

Keep it simple and stick to a plan! They won't know what you've done! What looks so obvious to you on paper is the deepest of forbidden mysteries to everyone else. Dungeons take time enough to create, so don't overdo them. Make it easy on yourself.

Now let us consider the planning of the actual dungeon. I am postulating a castle on a small hill, deep within a forest. About a thousand years ago, a local tribe erected crude stone fortifications here for their women and children. The site was in use for a few centuries and then abandoned. About four hundred years ago, a young, energetic wizard named Nappo claimed the site. He brought in a few hundred orcs and built the present castle on the old foundations, expanding outward and downward. The orcs were put to work creating a dungeon complex, which project continued of and on until Nappo's death. Assisted by magic, Nappo lived there for 120 years. In the 275 years since Nappo died, his orcs have continued to inhabit the place, greatly hindered by the various monsters on which Nappo loved to experiment. Their numbers are much reduced, and the castle is now a backwater area.

Now for the drawing board, The builder, Nappo, was a wizard, so at least one level is needed for labs, libraries, and storage of related equipment. Nappo experimented on monsters, so space is needed for further laboratories, cages of all sizes, food storage for the beasts, and all relevant sundry items. (Always allow for storage rooms in your levels, it was a long hike to the surface!)

The upper levels should have living space for several hundred orcs, with attendant storage, kitchens, perhaps temple space, and maybe even sewers or some system for waste removal. Rotten food and excrement might have been simply heaved down some convenient underground crevasse, which some unlucky player might fall into. These levels would be connected by fairly wide ramps, as defense dictates that the orc soldiers must be able to reach the surface quickly.

Here also would be the main armory, with its own guardroom or other security precautions, plus fairly easy access to drinking water.

Below these levels would lie cells, torture chambers, and anything

else intended mainly for the orcs use, such as possibly an arena for practice and entertainment.

Leading off in a separate series of levels would be Nappo's part of the dungeons. First, a number of levels devoted to guardrooms, mazes, and traps to snare intruders. Then would come Nappo's underground quarters, from which one would gain access to labs, animal or monster pens, and Nappo's treasury. This entire series would be interconnected by narrow stairways, as it is unlikely that anything bulky would ever be carried in here. Remember that dungeon excavation is very laborious, and where it was unnecessary it was not done.

The entire dungeon complex would probably not have more than fifteen separate levels, plus a few stray corridors leading nowhere, intended for furtner levels which were not completed due to Nappo's death. None of the levels would be more than eight levels below the surface.

So, now we have a general purpose for each and every level and we haven't marked up a single sheet of graph paper! All this was ac-complished with only a few basic assumptions carried to their most basic conclusions. We are now ready to do some sketching.

The next step is to draw up two views of the dungeons as a whole, one a vertical cutaway and the other a horizontal overlay. This gives you the continuity between levels, and with a little simple geometry you can even measure the length of a sloping passage with precision. The indifidual levels on these drawings should be represented by rectangles showing their extreme boundaries, and both drawings must, of course, be to scale. I would recommend 200 feet to the inch, or whatever scale allows you to fit everything on one sheet of paper. Now fill in all of your connecting halls, stairs, and so forth, and finish up these two drawings by writing in the main purpose of theme of each level within the corresponding rectangle. Viola! Instant dungeon!

You have now completed all the necessary preforations for creating your dungeon. You have already determined the size of each level, the general contents of each level, and the location of all exits and entrances to every one. Now all you have to do is find room for every thing that needs to be in each particular level and just fill in the dots, as deviously, as you wish!

So much for the basics. Nappo's dig was rather elementary, as it was merely an illustration. He was only given three personality facets; being an MU, being fond of animal experimentation, and needing space for his orcs. These alone generated fifteen levels, and assumed him to be both celibate and a recluse. The more a builder is developed, the more rich and varied his dungeons.

Many traits of character can find expression in additional dungeon levels. Did he have frequent visitors? Add guest rooms with corridors, plus secret passages for the builder to spy on them. Also add another water source. Did his visitors travel alone? Not likely, unless the visitor was Gandalf. You'll need space for their retinues.

Was the builder a temporal ruler? Add throne room, conference rooms, guard rooms, more secret passages, and perhaps a regalia room where Count von Bombast donned his robes of state. Also rooms for visiting dignitaries and their retinues, secret passages for von Bombast's spies and assassins, secret rooms in which von Bombast conferred with his spies, and a chamber or two for the dignitaries to cool their heels in, while von Bombast gets settled in his gilded chair.

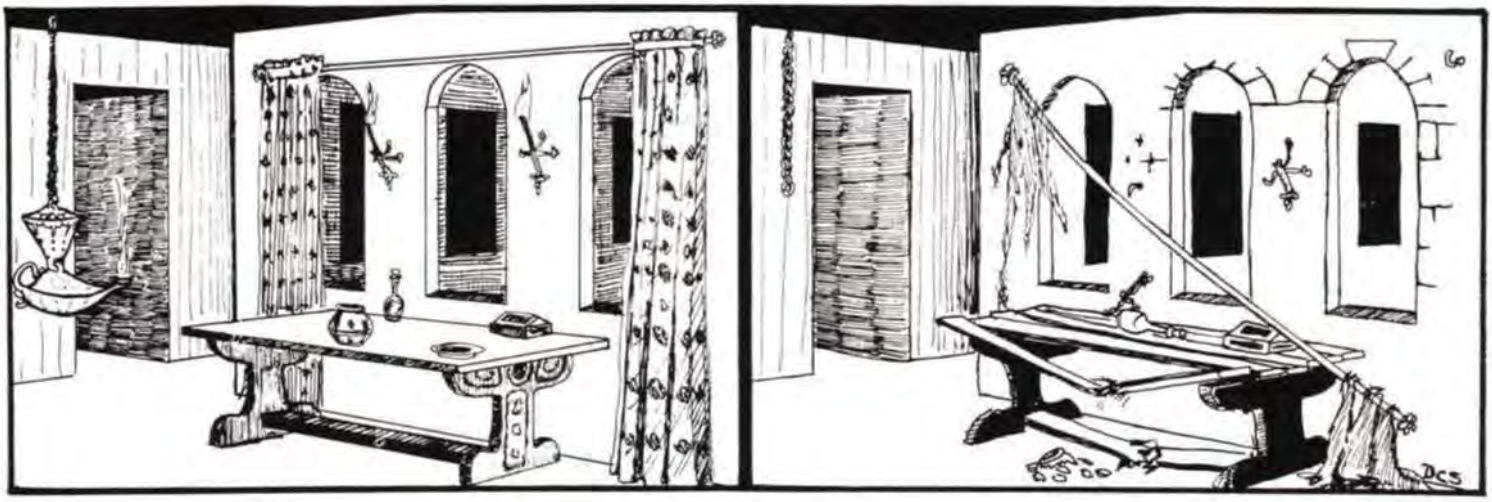
A gourmet requires extensive kitchens and pantries, along with a host of attendant small rooms. Kitchens are fun. They can possess any number of mysterious sights, sounds, and smells, not to mention hungry beasts. For one thing, ovens must be vented to the surface to avoide baking the cooks. The vents can let in water, light, and above all, air. The vents will act like an empty pop bottle does when you blow across the top. Depending on the wind outside, the vents will produce an all-pervading sound from a low hum that will make your bones vibrate to a continuous piercing shriek that numbs mind and ears. Spilled spices may smell like the burning of priestly incense, while simultaneously the wind noice from the vent may resemble a Gregorian chant. Your poor, misquided adventurer may think he is on the verge of disturbing the summoning of Demogorgon, when in fact someone threw a lit torch down the vent where it landed in a sack or oregano, while on the surface a moderate breeze has sprung up. How prosaic, but how utterly terrifying to the few swordsmen underground, alone with their fears.

One of the more common traits among people of power has always been a predilection for a varied sex life. In European history, ruling men created comfortable nests for their lovers, which were as lavish as the men pleased or could afford. European women, such as Catherine the Great or Lucretia Borgia, did not have the same options, but they could appoint their lovers to their personal guard. The lovers would thus gain enough money and prestige to make themselves quite comfortable. Doubtless Cleopatra had other means at her disposal, but information is regrettably scarce. Use your imagination. A D&D world does not have to be similar to Europe, as Dr. Barker has shown us so well.

As a final thought, if you want a really well-fleshed dungeon, throw in the religious element. In the entire history of mankind, only shelter has caused more construction than religion. Also, religious organizations tend to be well-heeled enough to build with impunity.

A main temple can easily be a level by itself. You can have separate rooms for rituals, artifacts, treasuries, vestments, confessionals, sacrifices, meditation, scrivening, instruction, administration, punishment, smaller chapels, and chapels for the worship of each god in a whole pantheon. There can be special rooms for memorials, christenings, burials, marriages, exorcism, penitence, fasting, and so on ad infinitum. Libraries full of scrolls! Secure rooms for summoning! Just the living quarters can be endless!

These are just a few ideas to help you put together a dungeon, and they are intended to take out some of the more fatiguing side effects of design. I know that creating dungeons had become a tedious task for me until I hit upon this systematic approach. I am certainly not saying that every dungeon should be full planned out. A builder might be completely mad or might delight in total disorganization, in which case a systematic approach is inappropriate. The idea is that it should be fun to design a dungeon, not a chore. Try a more organized approach, and enjoy yourself!



Designing For Unique Wilderness Encounters

by Daniel Clifton

By use of the following tables, a dungeon master may quickly determine the terrain in which any encounter occurs according to the type of hex the party is travelling through. The tables may also be used to create maps of the area surrounding special sights such as castles, cities, and dungeons. Additionally, the tables are ideal for resolving the shape of battlefields for D + D as well as any other wargame.

For encounters, consider a four foot square area and determine terrain to each corner section of four square feet. If a river flows through the hex in question, then allow a 10% chance that it will flow across the field with an additional 10% chance that it will have a ford (if an encounter with a swimmer is indicated, then the river will always be on the field; and if the party is travelling upon a road, then an appropriate bridge or ford will be located at the river.) To determine the course of the river, first randomly locate it in one of the areas, find the initial direction of flow in chart 6-A, and then plot its course according to chart 6-B from one four-square-foot area to the next until both ends are plotted off the field. Roll on the appropriate chart for each area, plotting the flow of streams as with rivers immediately upon rolling the proper number. Next, find the grade of slopes and hills by rolling on the matching 'A' chart (grade also indicates height, ie. gentle = one level, steep = three levels, etc.). Finally, the run of slopes is determined as with rivers using table 6-C to find the facing of the slopes if it can be decided that some sort of high ground such as a mountain peak exists off the field. Chart 6-C is also used when one slope is indicated to cross another that has already been plotted in which case the new slope will turn to run parallel to the original one, either facing in the same direction (slope faces away from high ground) or the opposite direction (slope faces high ground). If a slope is indicated to cross a river or a stream, there is a 75% chance that it will turn to face the watercourse and run parallel to it off the field. Once the general features are determined, the dungeon master may blend them together at his discretion, shrinking or enlarging any features to fit the area.

Monsters and party will be placed in opposite corner sections. If either is located in dense woods, double chances of surprise and find normal sighting distance between 20 and 120 feet. If either is located in light woods, find normal sighting distance between 20 and 100 yards. If both monsters and party are located in featureless areas with clear lines of sight, halve chances of surprise and normal sighting distance will always be at a maximum.

If this method is used to map larger areas, decrease the possibility of slopes and streams in proportion to the increase in area.

Table #1 — Clear

Die	Feature
1-70	Featureless
71-77	Hill*
78-82	Rough Ground
83-84	Marsh
85-88	Slope*
89-93	Light Woods
94-97	Stream*
98-00	Pond*

Table #1A — Grades

Die	Grade
1-60	Gentle
61-90	Average
91-98	Steep
99-00	Sheer

*Roll Again:

Die	Feature
1-90	No Additional Features
91-95	Additional Light Woods
96-00	Additional Rough Ground

Table #2 — Rough

Die	Feature
1-25	Featureless
26-45	Hill*
46-60	Rough Ground
61-70	Slope*
71-77	Dense Brush
78-85	Light Woods
86-89	Dense Woods
90-91	Marsh
92-95	Stream*
96-00	Pond*

Table #2A — Grades

Die	Grade
1-35	Gentle
36-75	Average
76-95	Steep
96-00	Sheer

*Roll Again:

Die	Additional Feature
1-60	None
61-75	Rough Ground
76-81	Dense Brush
82-94	Light Woods
95-00	Dense Woods

Table #3 — Mountainous

Die	Feature
1-15	Featureless
16-55	Slope*
56-60	Hill*
61-70	Rough Ground
71-75	Dense Brush
76-87	Light Woods
88-95	Dense Woods
96-00	Stream*

Table #3A — Grades

Die	Grade
1-5	Gentle
6-30	Average
31-85	Steep
86-00	Sheer

*Roll Again:

Die	Additional Feature
1-60	None
61-70	Rough Ground
71-77	Dense Brush
78-91	Light Woods
92-00	Dense Woods

Table #4 — Wooded

Die	Feature
1-5	Featureless
6-40	Dense Woods
41-60	Light Woods
61-65	Dense Brush
66-68	Rough Ground
69-75	Slope*
76-89	Hill*
90-91	Marsh
92-95	Stream*
96-00	Pond*

Table #4A — Grades

Die	Grade
1-50	Gentle
51-85	Average
86-96	Steep
97-00	Sheer

*Roll Again:

Die	Additional Feature
1-15	None
16-60	Dense Woods
61-90	Light Woods
91-94	Rough Ground
95-00	Dense Brush

Table #5 — Marshy

Die	Feature
1-5	Featureless
6-25	Marsh
26-55	Pond*
56-65	Stream*
66-80	Dense Brush
81-85	Rough Ground
86-93	Dense Woods
94-98	Light Woods
99-00	Gentle Hill*

*Roll Again:

Die	Additional Feature
1-5	None
6-50	Marsh (None if Hill)
51-70	Dense Brush
71-80	Rough Ground
81-93	Dense Woods
94-00	Light Woods

Table #6A — Initial Run of Rivers, Streams, and Slopes

Die	Course
1	North - South
2	Northeast - Southwest
3	East - West
4	Northwest - Southeast

Table #6B — Course of Runs

Die	Course
1-2	Course turns clockwise
3-4	Course goes straight
5-6	Course turns counterclockwise

Table #6C — Facing of Slopes

Die	Facing
1-2	Slope faces high ground
3-6	Slope faces away from high ground

THE TOTAL PERSON IN *METAMORPHOSIS ALPHA*

by James M. Ward

The concept of role playing revolves around the idea that you become a "being" from a world that can only be imagined. This being reacts to the problems of every day life, along with those unusual ones that often come up, in a way that guarantees that beings survival. The enjoyment that is to be realized from this type of gaming is from the pleasure of overcoming problems. These created beings are usually started full blown out of the minds of the players with hit points, a mental resistance, and the like. To make the game more enjoyable and allow any given player a slight edge in Metamorphosis Alpha (something that is often needed as the players can attest to) I have created a few charts that give the player a past to work with. There are also charts that help those in a village discover what can be had there. In using these, if problems come up that are caused by the illogic of the die roll just start over in that chart or on the whole thing.

ENVIRONMENT FROM THE EARLIEST TIMES TO THE PRE-ADULT YEARS:

1 Simple Village Area
2 Ancient Town ARea
3 Engineering Section
4 Forest Area
5 Mountain Village Area
6 Fully Operational City
7 Island
8 Simple Village Area
9 Single Powered Villa
10 Powered Horticultural Area
11 Inter-ship Corridor
12 Large River Village Area

ACTIONS IN THE PRE-ADULT YEARS:

1 Time Was Spent Hunting
2 Time Was Spent Plant Gathering
3 Time Was Spent Fighting Mutated Creatures
4 Time Was Spent In General Weapons Practice (non-powered)
5 Time Was Spent In Working With Simple Technological Devices
6 Time Was Spent In Learning Advanced Technological Devices
7 Time Was Spent In Healing And Helping Others
8 Time Was Spent In Hunting
9 Time Was Spent In Hunting
10 Time Was Spent In Studying Mutants Of All Types
11 Time Was Spent Around Radiation Areas
12 Time Was Spent In Learning To Read The Ancient Language

BASIC INTERESTS AND/OR TALENTS

1 Knowledge Of Powered Weapons
2 Knowledge Of Poisons & Antidotes
3 Hunting
4 Hunting
5 Combat Of Any Type
6 Collecting Domars
7 Mapping The World
8 Knowledge Of Technological Items In General
9 Knowledge Of Transportation Devices Of All Types
10 The Use Of Non-powered Weapons
11 Knowledge Of Medicines Of All Types
12 Knowledge Of The Powers Of Mutants Of All Types
13-20, No Special Interests or Talents

SPECIAL ABILITIES:

1-12 None
13 Archery Accuracy
14 Attacking With A Sword
15 Working With Simple Technological Devices
16 Working With Poisons And Their Antidotes
17 Knowing The Effects Of Plants And Herbs
18 Understanding The Types And Abilities Of Robots
19 Working With Computers
20 Communicating With And Beguiling Creatures Of All Types

MATERIALS SUPPLIED FROM AND/OR AVAILABLE IN A TRIBAL SITUATION:

1 Some Type Of Weapon: Stone Dagger, Sword Frond, Spear, Bow & Arrow
2 Carrying Items: Sack, Bandoleer, Back Pack, Belt & Pouch
3 Living Area: Large Hut, Small Hut, Lean-to, Under A Tree, A Hole In The Ground, An Ancient Building, In The Open
4 Stories Told Around The Campfire:
  A. Dealing With Mutant Attacks
  B. Dealing With Hunting And Fishing
  C. Dealing With Robots
  D. Dealing With An Imagined Technological City
  E. Dealing With The Use of Magical Color Bands
  F. Dealing With Flying Devices Of Any Type
5 Trained Beings Of The Village (guards): Jegets, Cring Plant, Congaroid, Singing Vine, Dogs, Cats, Changers, Winged Biters
6 Available For Trade At Very High Prices, Are These Items:
  A. Several Different Types Of Color Bands
  B. Poison Antidote
  C. Heavy Crossbows & Bolts
  D. Poison (variable intensity)
  E. Domars
  F. Energy Cells
7 Advice And Knowledge From The Experienced Travelers Of The Village
8 Other People Willing To Travel With Out From The Village
9 Things To Raise Your Armor Class: Shields, Cured Hide Armor, etc.
10 Food Designed For Traveling

Mutants

In thinking about the background of the mutant (which should be different from that of any given human, their background and more importantly who their parents were can be a very important factor. The fact that a mutant parent had nine mutations and the other one had seven should also be reflected in the children of the two. Taking this into consideration, the following chart should be used in creating a mutant. First a player should roll a die to find what side they favor (mothers or fathers) and this will be the side that will give them all but one of the possible mutations. The other side will give the remaining one of their mutations. In the case of having a human parent the mutant will gain the benefits of the human constitution (by rolling eight-siders for hit points and having a plus two on the constitution versus poison chart) and will have no physical defect (even if the chart indicates that the mutant should have one).

MUTATION GENERATION CHART:

	Mothers Side	Fathers Side
1	Third Generation Mutant	Fifth Generation Mutant
2	Human	First Generation Mutant
3	Sixth Generation Mutant	Third Generation Mutant
4	First Generation Mutant	Second Generation Mutant
5	Fourth Generation Mutant	Human
6	Tenth Generation Mutant	Tenth Generation Mutant
7	Seventh Generation Mutant	Second Generation Mutant
8	Fifth Generation Mutant	Tenth Generation Mutant
9	First Generation Mutant	Third Generation Mutant
10	Eighth Generation Mutant	Human
11	Human	Ninth Generation Mutant
12	Tenth Generation Mutant	First Generation Mutant
13	Human	Human
14	Second Generation Mutant	Ninth Generation Mutant
15	Ninth Generation Mutant	Fourth Generation Mutant
16	Third Generation Mutant	Third Generation Mutant
17	Ninth Generation Mutant	Ninth Generation Mutant
18	First Generation Mutant	Fourth Generation Mutant
19	Second Generation Mutant	Sixth Generation Mutant
20	Human	Human

First through Third Generation Mutants always have a Physical Defect, Fourth through Seventh Mutants always have a Mental Defect, Eighth Through Tenth Generation Mutants have both a Physical and a Mental Defect

If a player wanted to use all of the charts, he or she would have to be a mutant that was living in a mixed village of mutants and humans. A die roll of an eight tells the player that they have a total of eleven mutations (assuming that the player favored his father) and this included the two necessary defects. The player in my game would be allowed to pick the other nine mutations on either the mental or physical charts. Another die roll tells the player that he grew up in an engineering section (thus allowing him a certain knowledge of metals and the opening and closing of doors). His time was spent in working with simple technological devices and he has a talent for combat of any type (giving him a plus to hit and on damage). He is especially good with a sword (another plus for him).

He has a stone dagger, a sword frond, a bandoleer, and lives in a small hut. His village talks of robots when they are around the campfire. The shaman of the village will trade poison antidotes and energy cells for new technology devices he hasn't seen before.

What you end up with after a number of die rolls is not just a character with a sort of personality, but a being with some very helpful traits. Traits that will allow that person to survive in a very hostile environment.

HOW HEAVY IS MY GIANT?

by

SHLUMP DA ORC

Have you ever wanted to know how heavy a giant is or how much a giant can pick up? (loud refrain — "Anything he wants to") Well, the little Kobolds at TSR spent many hours of brain work and reams of paper-work to come up with an answer. Unfortunately they didn't come up with one answer, they came up with many answers. (Democracy at its finest.) None of the Kobolds could remember how to do the scientific law about doubling the size and cubing the mass. So we couldn't use that one to help us.

Of all the answers we came up with we used the one that appeared most reasonable. We used the formula that was created by our smartest Kobold, mainly because none of the rest of us could understand it!! Apparently what he did was base the weight on the increased volume of the torso. As a giant gets taller his torso lengthens too.

Einshtein, our smartest Kobold, based his formula on an average human male, 5'8" tall with a 38" chest size, an 18" torso length and who weighs 180 lbs. Then he figured that this portion of the body amounts to 35% of the whole body. Through diabolical methods he discovered that a cubic foot of a human body weighs 47 lbs. Using all of this information he created a formula and calculated the following weights, chest sizes and torso lengths.

Height	Weight		Chest size		Torso Length	
in Feet	Pounds	Tons (appx.)	Inches	Feet	Inches	Feet
5'8"	160	—	38"	3'2"	18"	1'6"
6'	185	—	40"	3'4"	19"	1'7"
7'	300	—	47"	3'11"	22"	1'10"
8'	450	—	54"	4'6"	25"	2'1"
9'	630	¼ ton	60"	5'	29"	2'5"
10'	875	¼ ton	67"	5'7"	32"	2'8"
11'	1,175	½ ton	74"	6'2"	35"	2'11"
12'	1,510	¾ ton	80"	6'8"	38"	3'2"
13'	1,930	1 ton	87"	7'3"	41"	3'5"
14'	2,240	1¼ ton	94"	7'10"	45"	3'11"
15'	2,950	1½ ton	100"	8'4"	48"	4'
16'	3,600	1¾ ton	107"	8'10"	51"	4'3"
17'	4,340	2¼ ton	114"	9'6"	54"	4'6"
18'	5,120	2½ ton	120"	10'	57"	4'9"
19'	6,050	3 ton	127"	10'7"	60"	5'
20'	7,010	3½ ton	134"	11'2"	64"	5'4"
21'	8,140	4 ton	141"	11'9"	67"	5'7"
22'	9,075	4½ ton	148"	12'4"	70"	5'10"
23'	10.675	5¼ ton	154"	12'10"	73"	6'1"
24'	12,130	6 ton	161"	13'5"	76"	6'4"
25'	13,700	6¾ ton	168"	14'	79"	6'7"
26'	15,425	7¾ ton	174"	14'6"	83"	6'11"
27'	17,275	8½ ton	181"	15'1"	86"	7'2"
28'	19,250	9½ ton	188"	15'8"	89"	7'5"
29'	21,400	10¾ ton	194"	16'2"	92"	7'8"
30'	23,660	11¾ ton	201"	16'9"	96"	8'

The weight, chest size and torso length columns have two units of measurement to help you visualize how large these giants really are.

An important note: These weights and sizes are based on the proportions of an average human male. This means that from 6' to 30' the measurements given are proportionally the same as the 5'8" man. The 30' giant will look exactly like the 5'8" human only taller. These measurements then, being based on an average human will give you an average giant as long as the giant retains the same proportions as the human.

The normal human we've used has a shoulder length of 18" (the same as his torso length); this is average. If that human had a shoulder length of 2½ feet, that would change his weight and chest size. The same is true for giants. Not everybody's giants look the same. Some are squat and thick, others broad shouldered and narrow hipped. Unfortunately the formula only works for the average, proportionally, human-like giants. Those of you with different shaped giants must make your own compensations. All of the information derived so far is based on the assumption that the physical, chemical and biological make up of the giants are identical to normal human standards. Some Dungeon Masters might want their giants to have hollow bones or three hearts, etc. Any change from the human norm may possibly affect the giants weight.

Over and Under weight giants. Again based on the 5'8" man, his average weight is 160 lbs. but if he were 130 lbs. he would be 20% lighter than normal. A 30' tall giant weighing 20% less than average would weigh 18,836 lbs. A 5'8" man who weighs 200 lbs. is 25% more than average. A 30' tall giant who is 25% heavier than average weighs 29,587 lbs. (almost 15 tons). If you need a lighter or heavier giant base it on the 5'8" man. Find the percent of increase or decrease. ie., 160 to 130 = -20%, 160 to 200 = +25% etc. Multiply the giants normal weight by the percent and add or subtract the result with the average weight. (Don't forget the percents' decimal point)

The Refined Formula: For those of you who wish to find out the weight and sizes of a larger giant (perhaps a Talos sized giant) this is the formula we used.

First multiply the height of the giant (in inches) by .5588, this reveals the chest size (circumference) in inches. Then multiply the height in inches by .2647 this gives the torso length (in inches) of the giant.

The weight formula is,

$$\left(\frac{3.12 \times \left(\frac{\text{Chest Size}}{6.28}\right)^2 \times \text{Torso Length}}{\frac{.35}{1728}} \right) 47$$

Now doesn't that make a lot of sense?! AHHHHHHHHH . . . I hope you have a calculator!!

1. Divide the chest size by 6.28,
2. Square that answer, (multiply it by itself, 2x2 = 4)
3. Multiply that by 3.12,
4. Multiply that by the torso length,
5. Divide that by .35,
6. Divide that by 1728,
7. Multiply that by 47 (lbs. per cubic foot)

The answer is the giant's weight in pounds.

Example: The 30′ giant.

30′	360″	360″
x12″	x.5588	x.2647
360″	2880	2520
	2880	1440
	1800	2160
	1800	720
	201.1680″ chest size	95.2920″ torso length

1. 201.16 (chest) divided by 6.28 = 32.0
2. 32.0 times 32.0 = 1024.0
3. 1024. times 3.12 = 3194.88
4. 3194.88 times 95.29 (torso) = 304,440.1
5. 304,440.1 divided by .35 = 869,828.88
6. 869,828.88 divided by 1728 = 503.373
7. 503.373 times 47 = 23,658.539 or (23,660 pounds).

How much can a giant pick up?

We make the assumption that a giant can proportionally pick up as much as a man can. This means that like our 160 lb. man, who can carry on his back another 160 lb. man (fireman carry, or 200 yd. man carry army style) a giant should be able to carry a weight equal to his own weight on his back.

Now don't get carried away with the weights an Olympic weight lifter can pick up. Those weights are balanced, symmetrical and designed to be picked up. There aren't too many 50,000 lb. dumbbells lying around for titans to practice on.

An average giant (like an average man) would be able to:
Carry his *full* weight on his back.
1) Hold in his arms *3/4* of his weight as easily as an average man could carry a 100 lb. box of books (ugh); this would be dead weight and balanceable.
2) Fairly easily pick up in two arms *1/2* his body weight of dead weight.
3) With difficulty pick up *1/2* his body weight a struggling animal (like an average man picking up a struggling German Shepard).
4) With mild difficulty pick up *1/4* his body weight a struggling animal two handed (like a average man picking up a struggling poodle).
5) Fairly easily pick up *1/4* his body weight in one hand of dead weight, balanced and somewhat symmetrical (large tree limb, pillar, spherical rock etc.)

Again let me say, this is an average giant and this is roughly what he can pick up. A 30′ tall titan who has taken weight lifting classes should be able to "press" 47,300-71,000 lbs. (2-3 times his weight) if he had the proper equipment.

Non-flesh Giants

Now then, if you want to know the weight of a non-flesh and blood monster (of human proportions) only one thing needs to be changed in the formula. Step 7 is the pounds per cubic foot. For flesh and blood giants the number 47 is used, but to find the weight of a stone Golem or a bronze Talos, this number must be changed to reflect the weight difference of the new body material (stone or bronze). The table at the end of this article will give the weights per cubic/foot of various materials. i.e., Bronze weighs 550 lbs. per cu./ft.

Example: A 60 foot tall Bronze giant named Talos.
60 ft. tall = 720 inches tall.
Chest size, 720″ times .5588 = 402.33″
Torso length, 720″ times .2647 = 190.58″.
The following are the steps for the weight formula;
1. 402.33 divided by 6.28 = 64.06
2. 64.06 times 64.06 = 4104.02
3. 4104.02 times 3.12 = 12,804.54
4. 12,804.54 times 190.58 = 2,440,290.9
5. 2,440,290.9 divided by .35 = 6,972,259.7
6. 6,972,259.7 divided by 1728 = 4,034.87
7. 4,034.87 times 550 (wt. of Bronze per cu./ft.) = 2,219,178.5

Roughly 2,220,000 lbs. or 1,110 tons of solid Bronze.
If the insides of the giant are molten metal the weight would possibly be less because heat expands metals and the *volume* is the constant factor here. Roughly then, he could weigh 1,000 tons.

Giant Footsteps

A note for those of you who would like to know how deep this giants foot steps are. His foot size is 7½ feet by 3 feet (appx.) or 6480 sq./inches of area total for both feet. If he weighed 1,000 tons there would be 340 lbs. per sq./inch of pressure on the ground. Proportionally this is similar to a human walking through 2-4 inches of mud or through fine dry sand on a beach. With every step the giant takes he would sink into the ground 3-6 feet. It is conceivable though, for Talos to sink into soft loam until he was supported by bed rock.

An 8 foot tall Clay Golem weighs 1,435 lbs.
A 9½ foot tall Stone Golem (Granite) weighs 2,640 lbs.
A 12 foot tall Cast Iron Golem weighs 14,155 lbs./apprx. 7 tons.

Substance	Pounds per Cubic Foot
Aluminum	170
Brass	
Red	545
Yellow	530
Forging	525
Bronze	550
Copper	560
Gold	1,205
Iron	
Pure Ingots	490
Wrought	480
Cast (Gray)	445
Malleable	450
Lead	710
Magnesium	110
Mercury	845
Nickel	555
Platinum	1,340
Silver	655
Silver, Sterling	645
Steel	
Cold Rolled	500
Carbon	485
Tungsten	505
Stainless	500
Tin	
Pure	455
Soft Solder	525
White Metal	454
Pewter	454
Tin Babbitt	470
Titanium	280
Tungsten	1,205
Zinc	445

Substance	Pounds per Cubic Foot	
Agate	156-168	Semi-precious stone
Alabaster	168-173	fine pottery
Amber	66-69	used in jewelry
Asbestos	125-175	
Beeswax	60-61	
Beryl	168-169	Semi-precious gem
Biotite	170-190	contains iron ore
Bone	106-125	
Brick	87-137	
Butter	53-54	
Calamine	255-280	ore containing zinc
Camphor	62	aspirin variant
Cement	170-190	set-hardened
Chalk	118-175	
Charcoal	35	
Cinnabar	507	ore containing mercury, useful for poisons and red dye.
Clay	112-162	
Coal	87-112	

Coke	62-105	
Cork	14-16	
Diamond	188-220	
Dolomite	177	ore containing magnesium
Feldspar	159-172	ore containing aluminum
Flint	164	
Galena	460-470	ore containing lead and coal
Garnet	197-268	semi-precious stone
Glass	150-175	
Granite	165-172	
Gum Arabic	81-87	a plant derivative used in adhesives, confectionery and pharmacy.
Hematite	306-330	ore containing iron
Ice	57.2	
Ivory	114-120	
Leather (Dry)	54	
Magnetite	306-324	ore containing iron
Malachite	231-256	Semi-precious stone, also ore containing copper.
Marble	160-177	
Ochre	218	A red/yellow pigment
Opal	137	Semi-precious stone
Paper	44-72	
Paraffin	54-57	
Pitch	67	
Porcelain	143-156	
Pyrite	309-318	"Fools Gold" Can contain Gold deposits
Quartz	165	Can contain Gold deposits
Rocksalt	136	
Rubber		
Hard	74	
Soft	69	
Sandstone	134-147	
Soapstone	162-175	
Sugar	99	
Topaz	219-223	
Wax	112	
Wood (Seasoned)		
Apple	41-52	
Ash	40-53	
Balsa	7-9	
Bamboo	19-25	
Cedar	30-35	
Ebony	69-83	
Lignum Vitae	73-83	
Mahogany	41	
Oak	37-56	
Pine, White	22-31	
Yellow	23-37	
Sycamore	24-37	
Teak, Indian	41-55	
Teak, African	61	
Willow	24-37	

NOTES FROM A SEMI-SUCCESSFUL D&D PLAYER

by James Ward

I have been traveling around dungeons for a considerable period of time now, and in that time I have thought up and copied many little tricks that have gotten me out of some tight spots. I am setting them down in the hope that some will profit by them. It also wouldn't hurt if others sent their little tricks in, remembering that sometimes we need all the help we can get.

The first is the creation of a continual light wand. This small baton will give a heatless light in a 24 foot area. It is much better than a torch because you can throw them in an unknown room and they don't go out. It is only a second level spell so it is easy to make. The baton can be kept in a leather holding pouch if darkness is desired. To carry the concept one step further, you could put the spell on arrows and when they hit those monsters used to the darkness the effect would be near blindness.

The second idea needs the fourth level growth/plant spell and a plant control potion. When I have the potion, I carry around a small potted rose plant, in the dungeon. If the situation arises where I am trapped in one of those (ever popular) dead ends and the monster is bearing down on me, the rose bush gets enlarged into a wall and I order it to attack the monster! It is truly gratifying to see the effect of those thorns on the hide of the monster.

Everyone knows of the usefulness of the ten foot pole in many tight places. The use of a five foot steel rod is even more useful in those tight places. You can hang from it and it will not break like the wooden version. It is great for the stopping of those sliding walls. Last, but certainly not least, is its use as a lever of great power.

While we are on the subject of steel, the use of steel potion bottles almost completely ends the chance of breaking them when you fall into a pit or get hit. I say steel, because if you make them out of iron, you could get poisoned. They might be expensive to make but so is your potion.

Everyone knows that vampires cannot stand the smell of garlic. While this is true vampires can stand off in the distance and summon those wolves and bats that are not bothered a bit by the smell. What I do, is carry around small vials of garlic juice that I have squeezed from the buds. If you think the smell of the bud is strong, you should smell the juice. These vials are then thrown at the vampire or just in front of it. I usually get them to turn into dust or gaseous form with this sort of attack. The vials are kept in small steel pouches on my belt of course.

The polymorph spell can be one of the best double attack spells known, if you use it right. For instance, if a cockatrice attacks and you succeed in turning it into a snail you should capture the snail. Then, in the next battle, the snail is thrown in first with a dispell magic following it. The snail becomes a cockatrice and if it survives the transformation it fights your battle for you. If you do not want to bother with the keeping of your polymorphed creatures, I suggest you turn them into a gold fish so at least they die right away. We do not want those creatures coming around again later for revenge.

Then there is the poison on the dagger trick, which every judge is always trying to stop. I have been told that poisons evaporate, poisons exposed to the air lose their effectiveness, or the most used of all, in your area there is no poison strong enough to kill the things you want. I suggest to all you players and especially the magic users that can use only daggers, that any amount of money and effort spent in the procuring of a really effective poison is worth it. I spent over 90,000 gold and haven't regretted a copper piece of it.

All you magic users out there should devote some time and effort to the creation of new spells. It requires money and time, but when you have succeeded you have a sellable item, in the form of a spell only you have. I made a fourth level cold ray that really works great against all creatures and especially those fire types. I particularly like what it does to red dragons. The list of possible spells to be made is endless, with the only limitation being your imagination.

While we are dealing with magic, a set of extra spell books for the magic user is a must. Those things are too easy to destroy, steal, or lose. I know the cost is extreme, but considering their need for you to simply exist as a magic user, they are a must.

My last bit of advice deals with the 8th level permanent spell. This spell, usually only gotten with a scroll, has got to be the best spell there is and every bit as good as a wish. I placed a fly spell on myself and made it permanent. Now gorges and chasms are ignored, I can grab those floating treasures, and sometimes I escape the monsters grasp by simply going up. Friends of mine, like infravision, and protection from evil in combination. The haste spell would be nice, but I have been told that it can cause heart failure, since the body is not made to stand the strain. Sometimes the magic user is lucky enough to charm an extra strong creature and making the charm spell permanent works out great.

Hope some of this helps, those ever suffering players, in the dungeons where the judge is a real sadist!

by Rob Kuntz

Tolkien in Dungeons & Dragons

Many people who play and enjoy *D & D* still have their complaints to offer TSR in one form or the other. One which crops up persistently is the comparison issue between *Dungeons and Dragons* and that of J.R.R. Tolkien's works. Some people get to the crux of the matter by stating the obvious disagreements between Tolkien's conceptions and fictional characters as compared to their representation within the *D & D* game format. In some cases I believe they (those who send in pro-Tolkien letters) are trying to impress the creators of *D & D* as to the worthiness of their Tolkien quoted statements. I will attempt to explain our position on *D & D* in conjunction with other worlds of fantasy which influenced its conception and specifically to clear up the fallacious beliefs regarding Tolkien's fantasy as the only fantasy which inspired *D & D*. But first, parts of a letter from a concerned player in the same line . . .

"I was influenced greatly by the writings of Tolkien and was led into the world of fantasy by the inhabitants of the Shire. For this reason I prefer as player characters elves and dwarves. I feel that the 'roll three dice method' of determining the prime requisites of the players is fair and equitable for humans but is ultimately unfair to the non-humans." . . ."I feel it is only fair to these non-human beings to make a concession as follows: For elves roll three dice but put a limit of no less than 12 for strength and 15 for intelligence as minimums so if less is rolled the minimum automatically applies. The dwarves as a people are a race of miners and smiths, therefore a strength of less than 14 would be almost unheard of." . . . "In Tolkien the elves made some of the most powerful offensive weapons . . . I realize that the many varied enchanted blades could not be forged by mere warlocks but feel that one could be enchanted to a mere +1 by six months of hard work."

One might say that I am knit-picking without reason in presenting this letter. I for one believe that this may be a minor problem in the *D & D* field but it, along with other disorganized ideas about the actual way (or the right way) of playing *D & D* create a noticeable dividing line between the way we at TSR play the game and the way we intended it to be played. Individualism within the game itself is stressed and we do not actively go out of our way to remonstrate people for exercising their imagination within their campaign. We also hope that those people will respect the way we play for we think the designers know best.

The game was designed stressing the human aspect of play, humans being ultimately the strongest and predominant race on any earth. With a few exceptions most worlds of Fantasy and Swords & Sorcery writers are predominantly inhabited by humans. Elves, dwarves and hobbits were the minority races on Middle-Earth and were never in the spotlight for long time periods. Furthermore, *D & D* **was not** written to recreate or in any collective way simulate Professor Tolkien's world or beings. A few were included such as Balrogs, Orcs etc. for it was recognized that Tolkien made some impressions upon the Fantasy literary world which were worth including in *D & D*, but not to the extent of basing the game system around them. That is left up to separate judges — but in doing so they excommunicate themselves from the actual *D & D* system. As I stated earlier we support creative imagination but we also support the premise of *D & D*. Those who base their games around a single work such as *LOT* are playing a campaign based around Middle-Earth and since *D & D* was not written to create a basis for one world, it is thus not strict *D & D*. Players must remember also that elves, dwarves and similar creatures were around before Tolkien took to the field and determinations of advancement etc. are left to the separate authors or judges as the case may arise. Tolkien's elves may have been on the average better than a human of his world but in *D & D* it can be quite the opposite. On the other side of the coin, though elves and dwarves are limited to the level they may attain they gain early advantage (noticing secret doors, sloping passages etc.) which partially makes up for their lower levels later on.

One must also remember that this system works with the worlds of R.E. Howard, Fritz Leiber and L.S. de Camp and Fletcher Pratt much better than that of Tolkien. If one is to branch away from the *D & D* system, let's say towards Tolkien's world, he will be disappointed to find that most spells, characters etc. do not function well within the epic world of Tolkien's design. The Professor was concerned with presenting a well-told tale of sheer magnitude and greatness culminating with the end of the story, end of the characters, end of the world for all it was worth, for what more was there actually to do? There was not a continuing story line possible, for the story itself was in fact based around the destruction of the Ring and all those events which were spawned from it. As we would say at TSR "END OF ADVENTURE"

What I am saying is that for a role-playing, continuous adventuring world, Tolkien's does not fit well within the *D & D* game style. Thus, difficulties will always be found when one attempts to combine *D & D* and Tolkien's Middle-Earth into one. One last piece of information which might help those people out there who are confused about which "light" *Dungeons & Dragons* should be taken in or how the game was inspired; I suggest you read the following. This is an excerpt taken from the foreword to Dungeons and Dragons, written by Gary Gygax.

"These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howards' Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find *Dungeons and Dragons* to their taste."

May you never be caught in a dead end by an iron golem!

THE MEANING OF LAW AND CHAOS IN DUNGEONS & DRAGONS
AND THEIR RELATIONSHIPS TO GOOD AND EVIL

by Gary Gygax

Many questions continue to arise regarding what constitutes a "lawful" act, what sort of behavior is "chaotic", what constituted an "evil" deed, and how certain behavior is "good". There is considerable confusion in that most dungeonmasters construe the terms "chaotic" and "evil" to mean the same thing, just as they define "lawful" and "good" to mean the same. This is scarcely surprising considering the wording of the three original volumes of DUNGEONS & DRAGONS. When that was written they meant just about the same thing in my mind — notice I do **not** say they were synonymous in my thinking at that time. The wording in the GREYHAWK supplement added a bit more confusion, for by the time that booklet was written some substantial differences had been determined. In fact, had I the opportunity to do D&D over I would have made the whole business very much clearer by differentiating the four categories, and many chaotic creatures would be good, while many lawful creatures would be evil. Before going into the definitions of these four terms, a graphic representation of their relative positions will help the reader to follow the further discourse. (See #1)

Notice first that the area of neutrality lies squarely athwart the intersection of the lines which divide the four behavioral distinctions, and it is a very small area when compared with the rest of the graph. This refers to true neutrality, not to neutrality regarding certain interactions at specific times, i.e., a war which will tend to weaken a stronger player or game element regardless of the "neutral" party's actions can hardly be used as a measure of neutrality if it will benefit the party's interest to have the weakening come about.

Also note that movement upon this graph is quite possible with regard to campaign participants, and the dungeonmaster should, in fact, make this a standard consideration in play. This will be discussed hereafter.

Now consider the term "Law" as opposed to "Chaos". While they are nothing if not opposites, they are neither good nor evil in their definitions. A highly regimented society is typically governed by strict law, i.e., a dictatorship, while societies which allow more individual freedom tend to be more chaotic. The following lists of words describing the two terms point this out. I have listed the

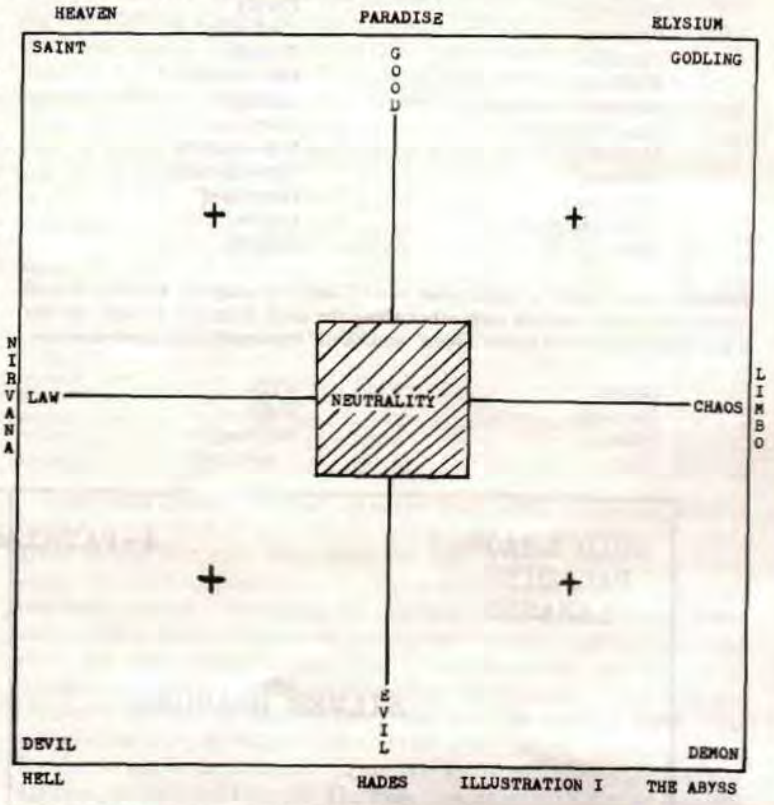


ILLUSTRATION I

words describing the concepts in increasing order of magnitude (more or less) as far as the comparison with the meanings of the two terms in D&D is concerned:

LAW	CHAOS
Reliability	Unruly
Propriety	Confusion
Principled	Turmoil
Righteous	Unrestrained
Regularity	Random
Regulation	Irregular
Methodical	Unmethodical
Uniform	Unpredictable
Predictable	Disordered
Prescribed Rules	Lawless
Order	Anarchy

Basically, then, "Law" is strict order and "Chaos" is complete anarchy, but of course they grade towards each other along the scale from left to right on the graph. Now consider the terms "Good" and "Evil" expressed in the same manner:

GOOD	EVIL
Harmless	Unfit
Friendly	Mischievous
Kind	Unpleasant
Honest	Dishonest
Sincere	Bad
Helpful	Injurious
Beneficial	Wicked
Pure	Corrupt

The terms "Law" and "Evil" are by no means mutually exclusive. There is no reason that there cannot be prescribed and strictly enforced rules which are unpleasant, injurious or even corrupt. Likewise "Chaos" and "Good" do not form a dichotomy. Chaos can be harmless, friendly, honest, sincere, beneficial, or pure, for that matter. This all indicates that there are actually five, rather than three, alignments, namely:

LAWFUL/GOOD — LAWFUL/EVIL
CHAOTIC/GOOD — CHAOTIC/EVIL
NEUTRAL

The lawful/good classification is typified by the **paladin**, the chaotic/good alignment is typified by **elves**, lawful/evil is typified by the **vampire**, and the **demon** is the epitome of chaotic/evil. **Elementals** are neutral. The general reclassification of various creatures is shown on Illustration II.

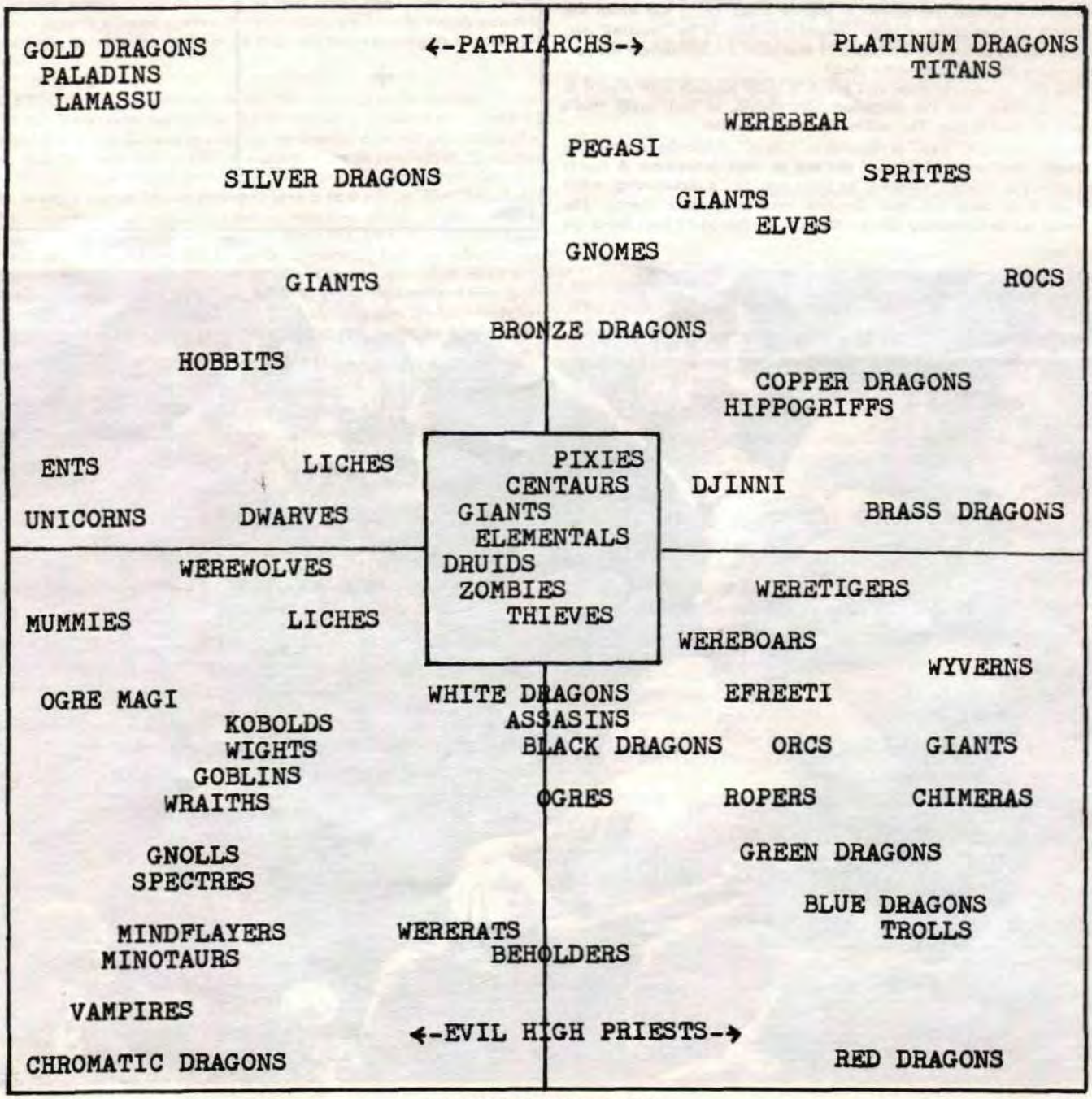


ILLUSTRATION II

Placement of characters upon a graph similar to that in Illustration I is necessary if the dungeonmaster is to maintain a record of player-character alignment. Initially, each character should be placed squarely on the center point of his alignment, i.e., lawful/good, lawful/evil, etc. The actions of each game week will then be taken into account when determining the current position of each character. Adjustment is perforce often subjective, but as a guide the referee can consider the actions of a given player in light of those characteristics which typify his alignment, and opposed actions can further be weighed with regard to **intensity.** For example, reliability does not reflect as intense a lawfulness as does principled, as does righteous. Unruly does not indicate as chaotic a state as does disordered, as does lawless. Similarly, harmless, friendly, and beneficial all reflect increasing degrees of good; while unpleasant, injurious, and wicked convey progressively greater evil. Alignment does not preclude actions which typify a different alignment, but such actions will necessarily affect the position of the character performing them, and the class or the alignment of the character in question can change due to such actions, unless counter-deeds are performed to balance things. The player-character who continually follows any alignment (save neutrality) to the absolute letter of its definition must eventually move off the chart (Illustration I) and into another plane of existence as indicated. Note that self-seeking is neither lawful nor chaotic, good nor evil, except in relation to other sapient creatures. Also, law and chaos are not subject to interpretation in their ultimate meanings of order and disorder respectively, but good and evil are not absolutes but must be judged from a frame of reference, some ethos. The placement of creatures on the chart of Illustration II. reflects the ethos of this writer to some extent.

Considering mythical and mythos gods in light of this system, most of the benign ones will tend towards the chaotic/good, and chaotic/evil will typify those gods which were inimical towards humanity. Some few would be completely chaotic, having no predisposition towards either good or evil — REH's **Crom** perhaps falls into this category.

What then about interaction between different alignments? This question is tricky and must be given careful consideration.Diametric opposition exists between lawful/good and chaotic/evil and between chaotic/good and lawful/evil in this ethos. Both good and evil can serve lawful ends, and conversely they may both serve chaotic ends. If we presuppose that the universal contest is between law and chaos we must assume that in any final struggle the minions of each division would be represented by both good and evil beings. This may seem strange at first, but if the major premise is accepted it is quite rational. Barring such a showdown, however, it is far more plausible that those creatures predisposed to good actions will tend to ally themselves against any threat of evil, while creatures of evil will likewise make (uneasy) alliance in order to gain some mutually beneficial end — whether at the actual expense of the enemy or simply to prevent extinction by the enemy. Evil creatures can be bound to service by masters predisposed towards good actions, but a lawful/good character would fain make use of some chaotic/evil creature without severely affecting his **lawful** (not necessarily **good**) standing.

This brings us to the subject of those character roles which are not subject to as much latitude of action as the others. The neutral alignment is self-explanatory, and the area of true neutrality is shown on Illustration I. Note that paladins, Patriarchs, and Evil High Priests, however, have positive boundaries. The area in which a paladin may move without loss of his status is shown in Illustration III. Should he cause his character to move from this area he must immediately seek a divine quest upon which to set forth in order to gain his status once again, or be granted divine intervention; in those cases where this is not complied with the status is forever lost. Clerics of either good or evil predisposition **must** likewise remain completely good or totally evil, although lateral movement might be allowed by the dungeonmaster, with or without divine retribution. Those top-level clerics who fail to maintain their goodness or evilness must make some form of immediate atonement. If they fail to do so they simply drop back to seventh level. The atonement, as well as how immediate it must be, is subject to interpretation by the referee. Druids serve only themselves and nature, they occasionally make human sacrifice, but on the other hand they aid the folk in agriculture and animal husbandry. Druids are, therefore, neutral — although slightly predisposed towards evil actions.

As a final note, most of humanity falls into the lawful category, and most of lawful humanity lies near the line between good and evil. With proper leadership the majority will be prone towards lawful/good. Few humans are chaotic, and very few are chaotic and evil.

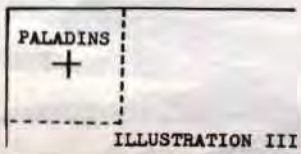


ILLUSTRATION III

D & D IS ONLY AS GOOD AS THE DM

by Gary Gygax

Successful play of *D & D* is a blend of desire, skill and luck. Desire is often initiated by actually participating in a game. It is absolutely a reflection of the referee's ability to maintain an interesting and challenging game. Skill is a blend of knowledge of the rules and game background as applied to the particular game circumstances favored by the referee. Memory or recall is often a skill function. Luck is the least important of the three, but it is a factor in successful play nonetheless. Using the above criteria it would seem that players who have attained a score or more of levels in their respective campaigns are successful indeed. This is generally quite untrue. Usually such meteoric rise simply reflects an incompetent Dungeonmaster.

While adventurers in a *D & D* campaign must grade their play to their referee, it is also incumbent upon the Dungeonmaster to suit his campaign to the participants. This interaction is absolutely necessary if the campaign is to continue to be of interest to all parties. It is often a temptation to the referee to turn his dungeons into a veritable gift shoppe of magical goodies, ripe for plucking by his players. Similarly, by a bit of fudging, outdoor expeditions become trips to the welfare department for heaps of loot. Monsters exist for the slaying of the adventurers — whether of the sort who "guard" treasure, or of the wandering variety. Experience points are heaped upon the undeserving heads of players, levels accumulate like dead leaves in autumn, and if players with standings in the 20's, 30's and 40's of levels do not become bored, they typically become filled with an entirely false sense of accomplishment, they are puffed up with hubris. As they have not really earned their standings, and their actual ability has no reflection on their campaign level, they are easily deflated (killed) in a game which demands competence in proportionate measure to players' levels.

It is, therefore, time that referees reconsider their judging. First, is magic actually quite scarce in your dungeons? It should be! Likewise, treasures should be proportionate both to the levels of the dungeon and the monsters guarding them. Second, absolute disinterest *must* be exercised by the Dungeonmaster, and if a favorite player stupidly puts himself into a situation where he is about to be killed, let the dice tell the story and KILL him. This is not to say that you should never temper chance with a bit of "Divine Intervention," but helping players should be a rare act on the referee's part, and the action should only be taken when fate seems to have unjustly condemned an otherwise good player, and then not in every circumstance should the referee intervene. Third, create personas for the inhabitants of your dungeon — if they are intelligent they would act cleverly to preserve themselves and slay intruding expeditions out to do them in and steal their treasures. The same is true for wandering monsters. Fourth, there should be some high-level, very tricky and clever chaps in the nearest inhabitation to the dungeon, folks who skin adventures out of their wealth just as prospectors were generally fleeced for their gold in the Old West. When the campaign turkies flock to town trying to buy magical weapons, potions, scrolls, various other items of magical nature, get a chum turned back to flesh, have a corpse resurrected, or whatever, make them pay through their proverbial noses. For example, what would a player charge for like items or services? Find out, add a good bit, and that is the cost you as referee will make your personas charge. This will certainly be entertaining to you, and laying little traps in addition will keep the players on their collective toes. After all, Dungeonmasters are entitled to a little fun too! Another point to remember is that you should keep a strict account of time. The wizard who spends six months writing scrolls and enchanting items is OUT of the campaign for six months, he cannot play during these six game months, and if the time system is anywhere reflective of the proper scale that means a period of actual time in the neighborhood of three months. That will pretty well eliminate all that sort of foolishness. Ingredients for scroll writing and potion making should also be stipulated (we will treat this in an upcoming issue of **SR** or in a *D & D* supplement as it should be dealt with at length) so that it is no easy task to prepare scrolls or duplicate potions.

When players no longer have reams of goodies at their fingertips they must use **their** abilities instead, and as you will have made your dungeons and wildernesses far more difficult and demanding, it will require considerable skill, imagination, and intellectual exercise to actually gain from the course of an adventure. Furthermore, when magic is rare it is valuable, and only if it is scarce will there be real interest in seeking it. When it is difficult to survive, a long process to gain levels, when there are many desired items of magical nature to seek for, then a campaign is interesting and challenging. Think about how much fun it is to have something handed to you on a silver platter — nice once in a while but unappreciated when it becomes common occurrence. This analogy applies to experience and treasure in the *D & D* campaign.

It requires no careful study to determine that *D & D* is aimed at progression which is geared to the approach noted above. There are no monsters to challenge the capabilities of 30th level lords, 40th level patriarchs, and so on. Now I know of the games played at CalTech where the rules have been expanded and changed to reflect incredibly high levels, comic book characters and spells, and so on. Okay. Different strokes for different folks, but that is not *D & D*. While *D & D* is pretty flexible, that sort of thing stretches it too far, and the boys out there are playing something entirely different — perhaps their own name "Dungeons & Beavers," tells it best. It is reasonable to calculate that if a fair player takes part in 50 to 75 games in the course of a year he should acquire sufficient experience points to make him about 9th to 11th level, assuming that he manages to survive all that play. The acquisition of successively higher levels will be proportionate to enhanced power and the number of experience points necessary to attain them, so another year of play will by no means mean a doubling of levels but rather the addition of perhaps two or three levels. Using this gauge, it should take four or five years to see 20th level. As *BLACKMOOR* is the only campaign with a life of five years, and *GREYHAWK* with a life of four is the second longest running campaign, the most able adventurers should not yet have attained 20th level except in the two named campaigns. To my certain knowledge no player in either *BLACKMOOR* or *GREYHAWK* has risen above 14th level.

By requiring players to *work* for experience, to *earn* their treasure, means that the opportunity to retain interest will remain. It will also mean that the rules will fit the existing situation, a dragon, balrog, or whatever will be a fearsome challenge rather than a pushover. It is still up to the Dungeonmaster to make the campaign really interesting to his players by adding imaginative touches, through exertion to develop background and detailed data regarding the campaign, and to make certain that there is always something new and exciting to learn about or acquire. It will, however, be an easier task. So if a 33rd level wizard reflects a poorly managed campaign, a continuing mortality rate of 50% per expedition generally reflects over-reaction and likewise a poorly managed campaign. It is unreasonable to place three blue dragons on the first dungeon level, just as unreasonable as it is to allow a 10th level fighter to rampage through the upper levels of a dungeon roasting kobolds and giant rats to gain easy loot and experience. When you tighten up your refereeing be careful not to go too far the other way.

GARY GYGAX ON DUNGEONS & DRAGONS

Origins of the Game

The most frequently asked question at seminars which I have given on DUNGEONS & DRAGONS is: "How did the game originate?". Because of the frequency of this question, and the involved nature of the reply required, I thought it a good idea to once again put it in writing. The Forward in DUNGEONS & DRAGONS contains most of what follows, but I will go into greater detail here.

When the International Federation of Wargaming was at its peak, it contained many special interest groups. I founded one of these, the "Castle & Crusade Society". All members of this sub-group were interested in things medieval and I began publishing a magazine for them entitled **Domesday Book.** In an early issue, I drew up a map of the "Great Kingdon". Members of the society could then establish their holdings on the map, and we planned to sponsor campaign-type gaming at some point.Dave Arneson was a member of the C&C Society, and he established a barony, Blackmoor, to the northeast of the map, just above the Great Kingdom. He began a local medieval campaign for the Twin Cities gamers and used this area.

The medieval rules, CHAINMAIL (Gygax and Perren) were published in **Domesday Book** prior to publication by Guidon Games. Of course, they were in a less developed state, and were only for a 1:20 figure scale. Between the time they appeared in **Domesday Book** and their publication by Guidon Games, I revised and expanded the rules for 1:20 and added 1:1 scale games, jousting, and fantasy. Rob Kuntz and I had acquired a large number of 40mm figures, and many of them were so heroic looking that it seemed a good idea to play some games which would reflect the action of the great swords and sorcery yarns. So I devised such rules, and the Lake Geneva Tactical Studies Association proceeded to play-test them. When the whole appeared as CHAINMAIL, Dave began using the fantasy rules for his campaign, and he reported a number of these actions to the C&C Society by way of articles.

I thought that this usage was quite interesting, and a few months later when Dave came down to visit me we played a game of his amended CHAINMAIL fantasy campaign. Dave had taken the man-to-man and fantasy rules and modified them for his campaign. Players began as Heroes or Wizards. With sufficient success they could become Superheroes. In a similar fashion, Wizards could become more powerful. Additionally, he had added equipment for players to purchase and expanded the characters descriptions considerably — even adding several new monsters to the rather short CHAINMAIL line-up.

The idea of measured progression (experience points) and the addition of games taking place in a dungeon maze struck me as being very desireable. However, that did not really fit in the framework of CHAINMAIL. I asked Dave to please send me his rules additions, for I thought a whole new system should be developed. A few weeks after his visit I received 18 or so handwritten pages of rules and notes pertaining to his campaign, and I immediately began work on a brand new manuscript. "Greyhawk" campaign started — the first D&D campaign!

About three weeks later, I had some 100 typewritten pages, and we began serious play-testing in Lake Geneva, while copies were sent to the Twin Cities and to several other groups for comment. DUNGEONS & DRAGONS had been born. Its final form came over a year later and consisted of nearly 300 manuscript pages which I wrote during the wee hours of many a morning and on weekends.

The first D&D (as opposed to variant CHAINMAIL) dungeon adventurers were: Ernie Gygax, Don Kaye, Rob Kuntz and Terry Kuntz. They were soon joined by Don Arndt, Brian Blume, Tom Champeny, Bill Corey, Bob Dale, Mary Dale, Chip Mornard, Mike Mornard, and Tim Wilson. All of these gamers — as well as the other play-testers — contributed to the final form of the game.

There were then three character classes, with players beginning at first level (rather than as 4th level Hero-types or relatively powerful Wizards), and each level was given a heroic or otherwise descriptive name. The actions that they could follow were outlined. Spells were expanded. The list of monsters was broadened again, and a complete listing of magical items and treasures was given. The reaction to the manuscript was instant enthusiasm. DUNGEONS & DRAGONS differed considerably from Dave's "Blackmoor" campaign, just as the latter differed from CHAINMAIL: but, based on the reception given to the game by the others testing it, he had to agree that it was acceptable. Although D&D was not Dave's game system by any form or measure, he was given co-billing as author for his valuable idea kernels. He complained bitterly that the game wasn't right, but the other readers/players loved it. In fact, the fellows playing the manuscript version were so enthusiastic that they demanded publication of the rules as soon as possible. Thus, D&D was released long before I was satisfied that it was actually ready. I am not sorry that we decided to publish then instead of later, even though I've often been taken to task about it since, and I hope all of you feel the same way too. You can, however, rest assured that work on a complete revision of the game is in progress, and I promise a far better product.

The Dungeons & Dragons Magic System

by Gary Gygax

Because there are many legendary and authored systems of magic, many questions about the system of magic used in *D & D* are continually raised. Magic in *CHAINMAIL* was fairly brief, and because it was limited to the concept of table top miniatures battles, there was no problem in devising and handling this new and very potent factor in the game. The same cannot be said of D & D. While miniatures battles on the table top were conceived as a part of the overall game system, the major factor was always envisioned as the underworld adventure, while the wilderness trek assumed a secondary role, various other aspects took a third place, and only then were miniatures battles considered. So a somewhat different concept of magic had to be devised to employ with the *D & D* campaign in order to make it all work.

The four cardinal types of magic are those systems which require long conjuration with much paraphernalia as an adjunct (as used by Shakespeare in *MACBETH* or as typically written about by Robert E. Howard in his "Conan" yarns), the relatively short spoken spell (as in Finnish mythology or as found in the superb fantasy of Jack Vance), ultra-powerful (if not always correct) magic (typical of deCamp & Pratt in their classic "Harold Shea" stories), and the generally weak and relatively ineffectual magic (as found in J.R.R. Tolkien's work). Now the use of magic in the game was one of the most appealing aspects, and given the game system it was fairly obvious that its employment could not be on the complicated and time consuming plane, any more than it could be made as a rather weak and ineffectual adjunct to swordplay if magic-users were to become a class of player-character.

The basic assumption, then, was that *D & D* magic worked on a "Vancian" system and if used correctly would be a highly powerful and effective force. There are also four basic parts to magic: The verbal or uttered spell, the somatic or physical movement required for the conjuration, the psychic or mental attitude necessary to cast the spell, and the material adjuncts by which the spell, can be completed (to cite an obvious example, water to raise a water elemental). It was assumed that the *D & D* spell would be primarily verbal, although in some instances the spell would require some somatic component also (a fire ball being an outstanding example). The psychic *per se* would play little part in the basic magic system, but a corollary, mnemonics, would. The least part of magic would be the material aids required, and most of those considered stored or aided magic, so as to enable its more immediate employment, rather than serving to prolong spell casting time or encumber the player using these aids. Before exploring the whys and wherefores of these decisions, a further word regarding magical results must be said.

Spells do various things, and just what they do is an important consideration, for some order of effect in regard to the game would have to be determined. Magic purports to have these sorts of effects: 1) the alteration of existing substance (including its transposition or dissolution); 2) the creation of new substance; 3) the changing of normal functions of mind and/or body; 4) the addition of new functions to mind and/or body; 5) summon and/or command existing entities; and 6) create new entities. In considering these functions, comparatively weak and strong spells could be devised from any one of the six. Knowing the parameters within which the work was to be done then enabled the creation of the system.

Because the magic-using *D & D* player would have to be able to operate competitively with fellow players who relied on other forms of attack during the course of adventures, the already mentioned "Vancian" system was used as a basis, and spells of various sorts were carefully selected. Note, however, that they were selected within the framework of *D & D* competition primarily, and some relatively powerful spells were apportioned to lower levels of magic use. Charm Person and Sleep at 1st level are outstanding examples. The effect of some spells was set to reflect the level of the magic-user employing them. Many of the spells were developed for specific use in dungeon expeditions or during wilderness adventures. A few — mostly drawn from *CHAINMAIL* — were included with the table top battle in mind. All such spells were assumed to be of such a nature so that no less than three of the four basic components of magic were required in their use. All spells were assumed to have a verbal component. Each and every spell (not found on a scroll or otherwise contained in, or on, some magical device) would be **absolutely** mnemonic, magic-users would have to memorize the spells they wished to have available, and when a particular spell was recalled and its other parts enacted, then the memory would be **gone** and the spell no longer available until it was re-memorized (thus the magic-users' spell books!). Most spells were also envisioned as containing a slight somatic and/or material component, whether in the preparation of a small packet of magical or ordinary compounds to be used when the spell was spoken or as various gestures to be made when the enchantment was uttered.

Magic-use was thereby to be powerful enough to enable its followers to compete with any other type of player-character, and yet the use of magic would not be so great as to make those using it overshadow all others.

This was the conception, but in practice it did not work out as planned. Primarily at fault is the game itself which does not carefully explain the reasoning behind the magic system. Also, the various magic items for employment by magic-users tend to make them too powerful in relation to other classes (although the *GREYHAWK* supplement took steps to correct this somewhat). The problem is further compounded by the original misconceptions of how magic worked in D & D — misconceptions held by many players. The principal error here is that the one 1st level spell allowable to a 1st level magic-user could be used endlessly (or perhaps at frequent intervals) without the magic-user having to spend time and effort re-memorizing and preparing again after the single usage. Many players also originally thought scrolls containing spells could be reused as often as desired. Finally, many dungeonmasters geared their campaigns to the level of TV give-away shows, with gold pouring into players' purses like water and magical rewards strapped to the backs of lowly rats. This latter allowed their players to progress far too rapidly and go far beyond the bounds of *D & D*'s competition scope — magic-users, fighters, clerics and all.

To further compound the difficulties, many dungeon-masters and players, upon learning of the more restrictive intent of the rules, balked. They enjoyed the comic book characters, incredible spells, and stratospheric levels of their way of playing. Well and good. *D & D* is, if nothing else, a free-form game system, and it was designed with great variation between campaigns to be allowed for — nay, encouraged! Of course, there are some variations which are so far removed from the original framework as to be totally irreconcilable with *D & D;* these have become games of other sorts and not a concern of this article. On the other hand there are many campaigns which were scrapped and begun afresh after their dungeonmasters consulted us or after they read other articles pertaining to the play of *D & D* as conceived by its authors — just as there will probably be some dungeonmasters ready to try again after reading this far. It is for all of these referees and their players, as well as those who have played the game pretty much as was desired but were never quite positive that you were actually doing so, that the foregoing was written.

The logic behind it all was drawn from game balance as much as from anything else. Fighters have their strength, weapons, and armor to aid them in their competition. Magic-users must rely upon their spells, as they have virtually no weaponry or armor to protect them. Clerics combine some of the advantages of the other two classes. The new class, thieves, have the basic advantage of stealthful actions with some additions in order for them to successfully operate on a plane with other character types. If magic is unrestrained in the campaign, *D & D* quickly degenerates into a weird wizard show where players get bored quickly, or the referee is forced to change the game into a new framework which will accommodate what he has created by way of player-characters. It is the opinion of this writer that the most desirable game is one in which the various character types are able to compete with each other as relative equals, for that will maintain freshness in the campaign (providing that advancement is slow and there is always some new goal to strive for).

This brings up the subject of new spells. The basic system allows for the players to create new spells for themselves at the option of the referee. It is certain that new spells will be added to the game system as the need arises, particularly with regard to new classes or sub-classes of characters or simply to fill in some needed gap. The creation of an endless number of more powerful spells is not desirable in the existing game system, and there is no intention of publishing 10th or higher level spells. As was said in a previous article, if character level progression is geared to the game system, it should take years for any magic-user to attain a level where the use of 9th level spells is possible!

As a last word regarding this subject, this *D & D* magic system explanation also serves another purpose. There should now be no doubt in dungeonmasters' minds with regard to the effect of a silence spell on a magic-user, or what will happen to the poor wizard caught in a mess of webs. They will know that a magic mouth is basically useless as a spell caster — with the exception of those spells which are based only on the verbal component of the spell. When an enterprising player tries a wizard lock on somebody's or something's mouth he will not be prone to stretch the guidelines and allow it. Magic is great. Magic is powerful. But it should be kept great and powerful in relation to its game environment. That means all the magic-users who have been coasting along with special dispensations from the dungeonmaster may soon have to get out there and root with the rest of the players or lie down and die.

Dragon Mirth

MONSTER REFERENCE TABLE ADDITION, HOSTILE & BENIGN CREATURES

by Wesley D. Ives

Special characteristics are dealt with in the separate paragraphs pertaining to each monster which follow this table.

Monster Type	Number Appearing*	Armor Class	Move**	Hit Dice	% Is Liar	Type or Amount of Treasure
Drolls	1-25	Obscure	Erratic	yes	100%	Obscure
Buydras	0-0	Thick	Fast	no	50%	1-20 G.S.# ea.
Hobnoblins	1-50	Magnetic	Never	always	100%	10-100 Bottles ##
Weregamers	2-10	120 mm.	Column	repeatedly	1000%	0-0 G.S. # ea.
Umpyrs	1-2	Invulnerable	Dodge	never	100%	Modified
Grifferees	1-2	None	Too slow	yes	100%	Never enough
Hippygriffs	½-5	Alberto Balsam	Slow/Fast	no	100%	Illegal
Green Granules	1-1,000,000	None needed	None	none	0%	none

*Depending mainly on the phase of the moon.
**Movement to right of slash is movement when flying. Creature may also "crank up" and receive bonus for extra speed.
G.S = Green Sheets
##Roll %ile dice — percentage given is alcoholic content of potion in bottle.

WEREGAMERS: There are several types of Weregamers, with varying armor class, hit dice, and treasure.

TYPE	ARMOR CLASS	MOVEMENT	HIT DICE	ALIGNMENT
Wererommels	(see Tractics)	overextended	Until July 1944	OKW
Wererussians	Skin	en masse	After Dec. 1942	NKVD
Wereneys	Supposedly	CHARGE!	Until Moscow	in reserve
Weregandalfs	Magic	with Phillip's	maybe yes' maybe no	helpless

Anyone seriously infected by a Weregamer will become a similar Weregamer within 2-24 days unless they are given a **Cure Obsession** spell by a Lobotomist.

DROLLS: Dim and blubbery, loathesome Drolls are able to reiterate, so that beginning the third repartee round after one is scored upon it will begin to ignore its deteriorating position vis-a-vis other Drolls. Even totally devastated Drolls will reiterate eventually, so unless severely seared by caustic humor or burned by heated sarcasm, they will resume repartee after they have recovered 6 or more obscure facts.

BUYDRAS: These creatures are wild and exceedingly shy, being most difficult to entice into any kind of bargaining position, and they seldom part with any more than a small portion of their treasure at any one time. Their favorite prey is always someone else, evidently.

HOBNOBLINS: These monsters are large and shameless Buydras, having a +1 on cheek. Hobnoblins are not intelligent, though they may be used to maneuver one's troops, if watched closely.

UMPYRS: These monsters are properly of the "Scumsucker" class rather than Weregamers. If they are exposed to the bright light of Truth, soaked in running commentary, or impaled thru the heart with an obvious historical inaccuracy, they are helpless. They reiterate during arguments as do Drolls, but they do so immediately upon being contradicted. Umpyrs are immune to normal repartee and are armed with magical rule-books which they can interpret in any way they see fit, thus scoring two frustration hits on normal opponents.

GRIFFEREES: Small, unassuming Grifferees are found only between things- two fires, the devil and the deep blue sea, the frying pan and the fire. There are no Grifferees more than one minute old, since they are considered a delicacy by Weregamers, Umpyrs, and each other.

HIPPYGRIFFS: Although the name would suggest some connection between Grifferees and Hippygriffs, the Hippygriff is another kind of beast entirely. It spends most of its waking hours lost in the ozone, but if enticed into repartee, the Hippygriff's small but solid vocabulary (eight words: "wow," "yeah," "like," "man," "uh," "huh," "far," and "out.") is potent enough to score two dice of boredom on all creatures except Umpyrs, which are congenitally deaf.

GREEN GRANULES: A scrunching horror which closely resembles dry sand and gets into the weirdest places. Green Granules are found only within 25' of sand-tables occupied by one or more Weregamers or Hobnoblins. Green Granules cannot be combatted, and can never be removed once they have seeped onto clean floors, rugs, hair (a special horror for Hippygriffs), clothes, or other objects. Rough contact with a table of Green Granules causes it to send forth an asphyxiating mass of dust which cannot be tolerated by any creatures except Wererommels suffering terminal Tobrukitis.

MISCELLANEOUS TREASURE, MAGIC, WEAPONS, ARTIFACTS AND MONSTERS —ADDITIONS, DELETIONS, OMISSIONS, CORRECTIONS, CHANGES, VARIATIONS AND OTHERWISE CONFUSING ALTERATIONS *(with special thanks to Wesley D. Ives for initial investigation and information — Strategic Review, Vol. 1, No. 3, p. 3)*

by Gary Jaquet

MONSTERS:

Creeping Crud — Found in all D&D playing areas. Resembles cigarette butts, crushed Fritos, spilled Dr. Pepper, sweat from players' foreheads and referee's dice rolling arm, pencil shavings and old character cards. Can cause extensive damage as a result of wrath incurred from janitors, mothers and wives.

Dice Lice — Minute lice which breed in and inhabit dice pips. The added weight of the dice lice in the pips of the dice will cause seemingly impossible dice rolls (usually in referee's favor).

POTIONS:

C2H5OH — This potion, known by a variety of names, such as Wild Turkey, Seagram's and even Pabst Blue Ribbon, is a valuable item (in some cases, up to $10.00/fifth). Caution must be exercised when imbibing in these potions as over-indulgence will cause them to become potions of delusion. Over-indulgence will require administration of a 6th level "hair of the dog that bit you" spell from a magic user or a "cure hangover" spell from a cleric.

RINGS:

Ring of Wedding — Referred to in ancient texts as the "Band of Gold," the ring of wedding is found on the third finger of the left hand of weregamers. Forged only in matching pairs, the ring of wedding creates a bond of telepathy between the pair wearing them. Thus sharing a potion of "Wild Turkey" with a weregamer who wields a ring of wedding will have a 90% chance of being known by the wearer of the matching ring. It is advisable for the ring-wearing male weregamer who practices such a ceremony with a female weregamer to make friends with a cleric who has a "cure heavy wounds" spell.

SPELLS:

¶st level — Detect BS — May (and should) be used at all times. Makes little difference, though, as all weregamers will BS at all times anyway.

2nd level — Spell of (expletive deleted) — Used by Umpyrs in extreme circumstances to quell repartees between Drolls, Hobnoblins, Grifferees and themselves. Use causes red faces, and if continued, shock.

Amnesia — Applied to self, this spell conveniently allows the user to forget such minor details as: having already used a spell, accumulated hit point damage, and the like. Used only in desperation circumstances or simply to aggravate the referee.

Egomania — Automatically applied to self after several successful, but lucky triumphs against high odds. Leads to lack of caution, delusions of grandeur and a trip to the river in a cement overcoat.

3rd level — Kill with Kindness — Used by referees: "I don't see what you're complaining about — it's only a 97 point balrog."

7th level — Magic Missile (Mark I) — Smith and Wesson .357 Magnum

8th level — Magic Missile (Mark II) — U.S. Army regulation M-16

9th level — Magic Missile (Mark III) — Government surplus Nike-Zeus missile

10th level — Armageddon — A blast of pure energy delivering 10^{21} (1,000,000,000,000,000,000,000) points of damage. Destroys the world. No saving throw. Game over.

WEAPONS:

Breath of Death — Used by weregamers who persist in eating polish sausage and sauerkraut on garlic bread sandwiches while playing D&D. No saving throw (other than out the window).

Bi-labial Fricative — Look it up. (Hint: sometimes employed instead of Breath of Death, but transcends several Geneva Convention rules pertaining to gas warfare.)

Deserted Cities of Mars

by Jim Ward

For anyone who has read more than one of the famous John Carter of Mars series, just the mention of the title of this piece brings to mind vivid images. While Edgar Rice Burroughs never went into any great detail on this fascinating subject, there are several basic features to these cities that should be taken into account by the perspective wargame Barsoomian adventurer.

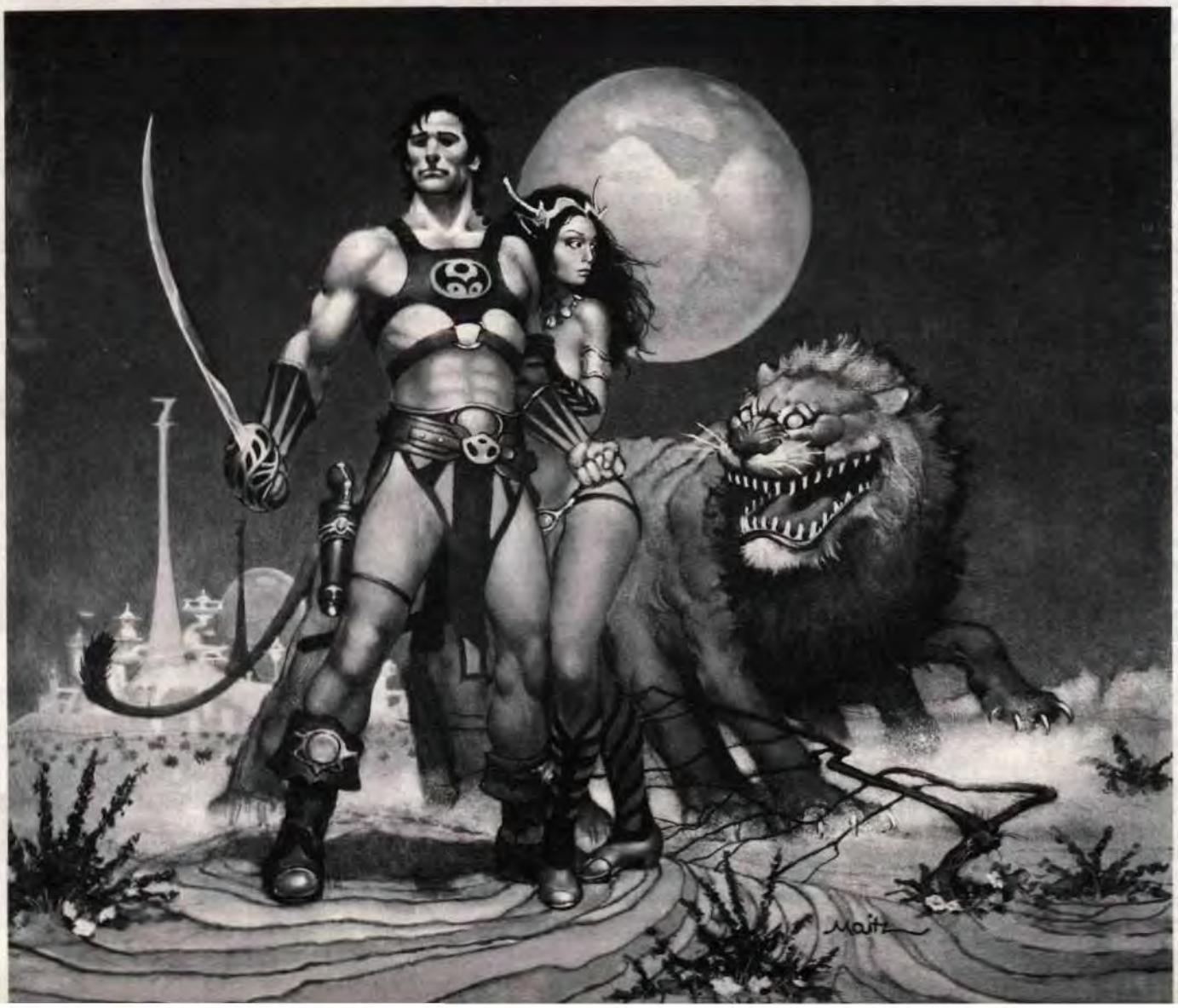
The empty cities of Mars were all port cities created by a fair haired, fair skinned race that was forced to keep moving their ports as their oceans dried up. As opposed to all the inhabited cities of the red planet the ancient cities were unwalled with ceremonial gates at the front of the four great avenues. A Martian gate is composed of a large round disc which rolls to the side displaying a circular entrance. The reason for the lack of walls is as the author explains it, the white skinned race had evolved beyond war and it's destruction and therefore had no need for hiding behind walls. The elder race always tried to blend their towns with their environment. Their cities are found with hills or mountains on one side and flat plains on the other, with the dried up sea to the front. While the rich of this old race placed many large country villas in the hills by the cities they also had palace-like dwellings in the city.

All Barsoomian cities are divided into fourths by two long wide avenues running east and west and north and south. Large open plazas filled with the fountains and marble benches, and smaller courtyards placed within buildings predominate in the architectural styles of the white Martians. The largest plaza of all was found in the center of the city. From earliest beginnings the races of Mars were governed by kings called Jeddaks. Their huge sprawling palaces are always the biggest structure in each of their cities and always at the center of the town. If you imagine the shape of a pyramid, the shape of a Martian city becomes easily discernible. All the biggest buildings and towers are at the center and the structures as they get further from center get smaller and smaller in size with the ruins at the outskirts eroded away to nothingness. The wells and cisterns at the center of the city can be counted on to supply water because the hordes of green Martians that always live in the largest buildings of the ageless cities keep these in repair for their own use as they roam in and out.

In dealing with the buildings themselves the old Barsoomians always placed ornate carvings on their building walls and liked many windows and balconies. The Martians favored high towers and domed roofs, placing only a few flat roofed structures amongst them. While the flat roofs are necessary to the modern red Martian because of the many types of aircraft which land among the spires and domes which weren't used by the later day Martian. All the races of Martians are oviparous and the high towers in the new as well as the old cities are used for egg incubation. These towers are designed to capture the sunlight to speed the hatching process. The domed structures were made of colored glass and in many cases were the coverings for the sunken baths the Martians were so fond of. The flat roofed structures denote either stores or warehouses.

The Barsoomians built with marble, gold, and gems, placing scenes of everyday life on their outer wall carvings and on many murals found on their inner walls. An interesting facet of Martian buildings is that they use ramps instead of stairs to travel from level to level in their buildings. Characteristic of every city was the underground levels, lighted by the eternal radium bulbs.

In making a Martian city the Jeddaks palace must be considered first. The palace must be immense in width and length; displaying all



the Martian building features. The palace must have many high towers and domes, every other thirty foot wall section has a balcony or window. The walls are covered with carvings and projections. There must be an audience chamber with a three story vaulted ceiling, and a raised platform at one end for the Jeddak. Every Barsoomian palace has many towers for egg incubation. The palace also has secret paths and rooms from top to bottom. Balconies and windows must cover the outside and there must be at least one large courtyard and maybe there are more. There are always many lesser palaces on the avenues which are merely smaller versions of this first one. Hotels can be found throughout the city. These are four or five stories high, with large open levels containing many raised platforms for sleeping. There are side rooms containing sunken baths for everyones use. While there are no places for eating in the hotel there are always such places adjoining the hotel. Many smaller three story structures can be found in the city. These are for the less royal Martian to live in. They have ten rooms per level and many times have the high glass tower for egg incubation. Finally the warehouses and the stores are only to be found on side streets, and the port side of the city. They display the large windows, balconies, and carvings that all other Martian structures do. The stores have rooms on the first floor and large open areas on the other floors for storage. The warehouses have only the large open areas.

In assimilating these facts certain ideas should come to mind. The green Martians prefer to live in the largest buildings at the center of the town, therefore the smaller ones at the outskirts should provide partial safety from their attack and a greater possibility of finding ancient treasure. The secret passages in every palace give any captured person a chance to escape or move around undetected in a green Martian area. The outside wall carvings make it possible to climb up and down, while the many balconies provide lookout posts for those fearing attack.

The Martian architecture lends itself easily to chart form, which may prove useful to the perspective judge.

Hotels	
Floors	1-4
Ramps per level	1-4
Sleeping platforms per level	1-100
Sunken baths	2-12

* There must be an eating establishment adjoining the hotel.

Stores	
Floors	1-4
First floor rooms	1-8

* The Upper Floors are just one large room used for storage.

Warehouses	
Floors	1-6
Ramps per level	2-16

* Every level is one large open room.

On Avenues	Per cent
1. Lesser Palaces	01-60%
2. Hotels	61-80%
3. Apartment Houses	81-100%

* There is always a Jeddaks palace at the center of the city.

On Side Streets	Per cent
1. Lesser Palaces	01-10%
2. Hotels	11-20%
3. Apartment Houses	21-80%
4. Warehouses	81-90%
5. Stores	91-100%

Jeddaks Palace	
Floors	3-24
Towers for eggs	2-20
Domes	6-60
Rooms per level	15-120
Ramps per level	1-8

* There is always more than one courtyard within the palace.
* There is always one main audience chamber.
* There are always secret passages.

Lesser Palaces	
Floors	1-8
Towers for eggs	3-12
Domes	1-10
Rooms per level	10-80
Ramps per level	1-4

* There is always a courtyard within the palace.
* There is always one main audience chamber.
* There are always secret passages.

Apartment Houses	
Levels	3
Rooms	10
Bedrooms	1-4
Towers for eggs	01%-45%

* A balcony or large window is placed every thirty feet.
* There is a .01%-51% chance that six of these apartments are placed together to form an inner courtyard.

MONKISH COMBAT in the ARENA of PROMOTION

by John M. Seaton

Playtested by the Missouri Mercenary Group, a division of the McHenry Mercenary Group

Since the conception of the Monk as a D&D character, I wondered about the promotional combat system for them. As I am a novice in the martial arts (Neisi GoJu Ryu) I figured that the Monkish advancement system would be something like the advancement system used today. Assuming that the only thing that Monks with appropriate points needed to advance had yet to do would be exhibit their prowess over the current "master," I devised a very simple combat system which is based on the "En Guard" rules. Some of the things in the system may seem strange or wrong to experienced karatakas but for a game system this is simple enough for everyone.

To "enter the arena" for combat, multiply strength and constitution then add 10 times your level to get Damage Points Taken (DPT). This is the number of damage points you can take.

Next, add strength, dexterity, and ½ intelligence to get Damage Points Given (DPG). This is the amount of damage you inflict with a "normal" blow. When you have DPT and DPG then you are ready to approach the mat for combat.

The combat itself takes place in the ceremonial arena, under the supervision of the next highest "master." The contestants approach the sands from the opposite sides of the arena and bow twice, once to the past masters and once to their "sensi," or teacher. Then they advance to the center and stand about four feet away from each other. They bow to their opponents, assume their combat stance and, on signal, attack.

The combat consists of as many turns that it takes for one combatant to concede — or die. Each turn is 10 sets long, and each set is 6 units long. This represents the combinations that a monk would use in his initial attack. Thereafter, each stop period represents new plots and plans that are formed by each player after each combat.

Both players write 6 units of combat, then they execute. Then write and fight . . . etc. If, after a set it is found that a combatant is below ¾ DPT all his succeeding blows are at ½ strength. At any time between blows a combatant may concede the battle. Combat immediately stops and the victor is then recognized as the new-or current "Master." Sometimes scrolls are given by the gamemaster.

After the battle, it takes some little time to recover. For each 10 DPT lost a player must cure for light wounds; for each 50 DPT a player must cure for serious wounds; for every 150 DPT lost a player must be wished to health. If the unfortunate one is unavailed of magic, he must spend DPT lost times 0.5 to determine the days needed for recovery. Monks will not make an advancement challenge to another while the challengee is recovering.

Combat is as follows:

If a player wishes to change an order after a unit has been read, he must make a % roll of dexterity to do so. After a good roll, for example, you could change a kick or strike to a block.

Kicks will not work within arms length, and obviously a strike can not connect outside of arms length. All matches start at kicking distance so a player must jump forward to strike at the beginning. The gamemaster must keep track of the distances between the combatants.

After the initial set, at least one rest must be used in each remaining set.

Up to three of the same type kicks may be used in a row. When kicking, hands are used in 1 or 2 blocks. Note that the "X" blocks are two-handed. When striking, both feet are grounded. Except when employing an "X"-block, hands may both attack, or one may attack and one defend.

To find which player has "first strike," determine which has the highest DPT at the time. He who does strikes first. If the second player dies as the result of a "first-strike," he gets a return blow only if he beats his last DPT score on a %-ile roll.

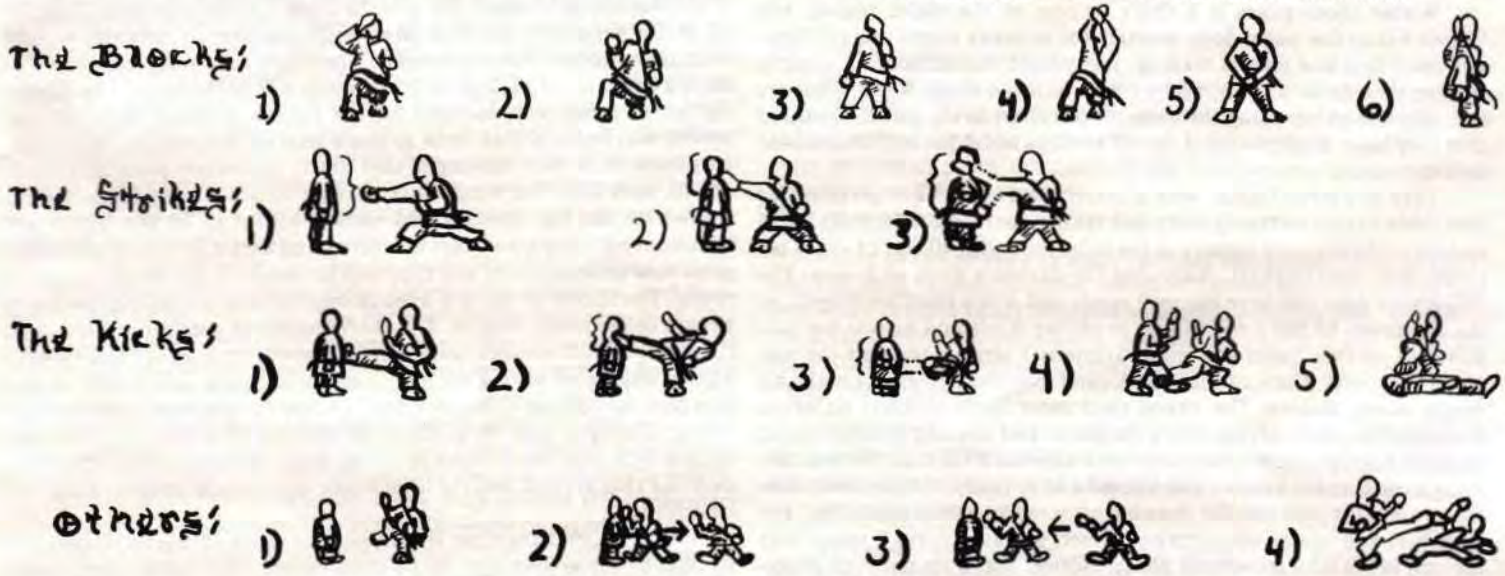
The Actions:

To simplify things, I divided the body into three main areas and assigned strikes, blocks and kicks to cover those areas, although some strikes and kicks are used other places, also. First, the blocks;

1) High Block (HB): covers shoulders and head.
2) Middle Block (MB): covers shoulders to beltline.
3) Low Block (LB): covers beltline to knees.
4) X-Block, High (XBH): covers to head, user may try to grab attacker.
5) X-Block, Low (XBL): covers chest to thighs, and as above.
6) Knee Block (KB): covers beltline to knee.

The Strikes;

1) Reverse Punch (RP): strike to chest or face.
2) Back Fist (BF): strike to head or chest.
3) Knife Hand (KF): strike to side/abdomen or head.



The Kicks;

1) Front Kick (FK): to chest or abdomen.
2) Head Kick (HK): obvious.
3) Side Kick (SK): to abdomen or chest.
4) Sweep (SW): this is to trip an opponent. If it succeeds, the opponent cannot strike for three units — he gets up. However any blows struck do only "normal" damage.
5) Stamp (ST): this can be used after a successful sweep only, and has no effect otherwise.

Others;

1) Rest (R): must be used once each set after the first.
2) Jump Back (JB): moves user 1 leg length back. Can kick after it if opponent hasn't moved and they were arm's length before jumping.
3) Jump Forward (JF): moves user 1 leg length forward. Can only strike if this brings opponents within arms length.
4) Duck (D): brings body mostly below high and middle strikes and kicks.

Remember, the advancement combat is **not** designed to kill, but it can. Most combats are finally settled by concession.

Summary — you can kick and block once or twice, block 1, 2, or 3 times, one strike & one block, or use two strikes.

	HB	MB	LB	XBH	XBL	KB	R	JB	JF	D	RP	BF	KH	FK	HK	SK	SW	ST
RP	2	x	x	2	x	n	x	x	2	x	n	2	x	x	x	x	x	x
BF	x	n	2	*	2	n	x	x	2	x	2	n	n	x	x	x	x	x
KH	n	x	2	*	2	n	n	x	3	n	x	n	n	x	x	x	x	x
FK	2	x	n	2	*	x	n	x	x	2	x	x	x	x	x	3	n	n
HK	*	n	3	*	2	2	*	x	x	x	x	x	x	2	x	3	x	x
SK	2	*	n	3	x	x	n	x	x	x	x	x	x	2	2	x	2	x
SW	o	x	x	o	x	o	x	x	o	o	x	x	x	x	o	x	x	x
ST	n	n	2	*	*	n	3	-	-	-	n	n	n	n	n	n	2	n

*The attack is blocked, and the defender may attempt a grab. Use monk dexterity score and roll %-ile dice, or, if at ½ strength, beat DPT score with %-ile roll.
x: blocked, no effect.
n: normal damage, DPG.
2: double DPG.
3: triple DPG.
o: sweep succeeds, opponent is on ground
-: not applicable.
*: grab (see *). Your next three units of blows all tell at normal value, opponent cannot count strikes until the third unit. These blows may be blocked.

SOME THOUGHTS ON THE SPEED OF A LIGHTNING BOLT

by James Ward

For a very long time now many judges and players alike have maintained the idea that, all things being equal when a wizard and a fighter round the same corner in a dungeon pity the poor wizard because he will never get his spell off in time! Since I usually always play magic users in any given game this concept naturally had me worried. Then, (and may they keep on sending out these great ideas) *Eldritch Wizardry* came out and the magic users life was given another chance.

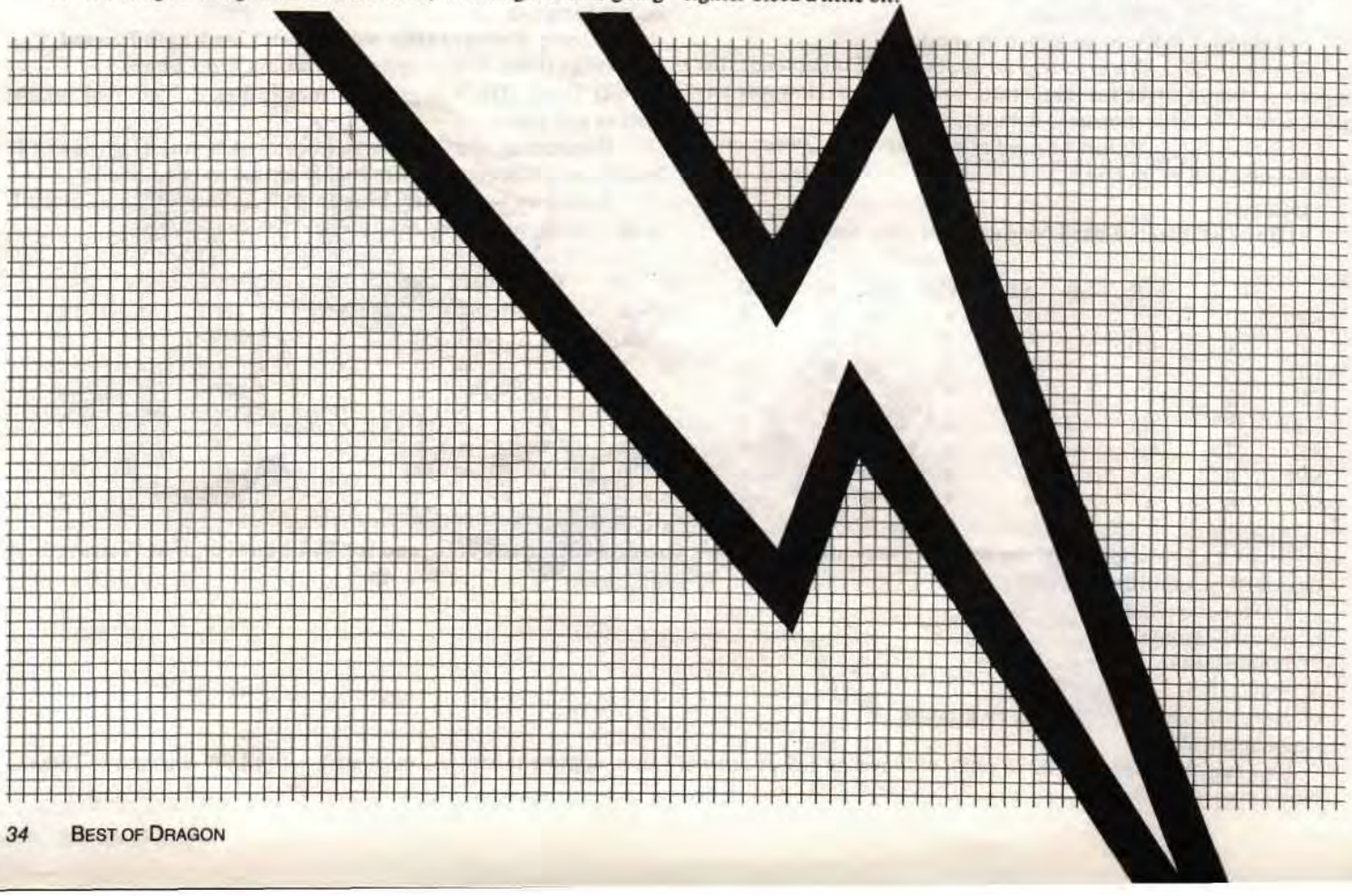
Within those pages is a short section on the melee round, and "never has so few pages done so much for so many magic users." I myself upon first and second reading, just passed this section off as more stuff to slow down a game, and went on to those magic items, (that are truly deadly). After using the melee round chart in my game, I realized that they have great potential for all the downtrodden and unarmored arcane masters.

Take any given fighter with a dexterity of 15 and any given magic user (able to cast lightning bolts and taking one) with a dexterity of 15 and make them round corners at the same time with 40 feet of space between, now use the chart. Adjusting for dexterity gives us a zero. The magic user does not have his spell ready and it is a third level spell, so the chart says he has a minus two in getting it off and he was not surprised so he falls under the minus 5/minus 1 section and gets the bolt off in the fourth phase of the round, (and may the fighter not make his magic saving throw)! The strong (and most likely vicious) fighter is wearing plate mail, giving him a minus 6, and is using a large shield, (because his type usually does) and gets a minus 3 for that. He was carrying a torch so his weapon was not at hand or ready, but the chart does not provide for penalties for drawing his weapon (which is not fair, but thats life) and he was not surprised either, so has a minus 9 which puts his turn in the fifth movement phase. Notice, that I am not even counting the section on movement and its effect on turn segments, because it is only a matter of a fraction of a phase and not worth bothering with.

After taking all things into consideration, that magic user is going to blast the fighter to smithereens! Even if the fighter is not dead, let us say that he is at least wounded 50%. The fighter gets his turn and usually hits any given magic user. The next melee turn the magic user does nothing but run (if he lives and is not wounded that 50%), and his new dexterity score is in the 0/ plus four column. The fighter on the other hand still has the minus 9, gets a plus 2 for his weapon in hand, and now has that minus four because he is wounded. His new dexterity rating is minus 11 which puts him on another scale and he strikes in the sixth phase while our good friend the magic user is running like the wind in the third phase!

Then we come up against those Conan types! The mighty fighter that wears little or no armor, preferring speed and quickness in battle, to the security of a metal "tin can". It is possible to still come out on top if the magic user is smart. We give the Conan in our example a dexterity of 18, leather armor, and that large shield, (he likes to carry this around because he doesn't feel the weight). The magic user in this case will also have a dexterity of 18, but all other things will be the same. The mighty fighter now has a minus two for the leather, a minus three for the shield, was holding that torch so has a zero for his weapon, and is not surprised. Now he is moving in that fourth movement phase and ready for an easy kill! The magic user, having fought Conan types before, knows he has big troubles and cannot afford to let the fighter get simultaneous chops, switches his tactics and uses a first level spell. This gives him no minus's of any type and he moves in the third movement phase. The choice of spells is a tough one, because he can use the charm person or the magic missile. The charm person is great, if it works, and that is a big if! The magic missile spell is good, because the arrows have a good chance of hitting the lightly armored fighter and if they wound him past the 50% or 75% mark, that's a plus for the magic user the next round. Thought must be given to the number of arrows sent out. The wizard type that sends more of those magic missiles should choose it over the charm spell, but the little magic user should possibly favor the charm spell.

In the second example, the magic user was a 13th level wizard and he pitched the arrows with all of them hitting. The fighter didn't seem too bothered by them and slashed and hit the magic user. The next round naturally the magic user ran for his life, but at least he made the fighter bleed a little bit.



WHAT TO DO WHEN THE DOG EATS YOUR DICE,

or Some Other Calamity Befalls you Twenty Minutes Before the Game Club Gets To your Place

Omar Kwalish

As anyone that has ever played D&D or EPT can tell you, you must have dice, *lots* of dice to do the job efficiently.

It's twenty minutes before the members of the U.B.A. (Union of Bold Adventurers) are due to arrive on your doorstep, fully primed for a rousing adventure in your ruins. The fridge is full of soda and beer, the kitchen table is groaning under the weight of a veritable horde of munchies, the chairs are all set out, Rick Wakeman's ***Journey to the Center of the Earth*** *and* ***Myths and Legends . . . of King Arthur*** *. . .albums are cued on the stereo, all your rules and levels are neatly arranged behind your screen of* ***WS&IM*** *boards (best use found for them to date), when that first flash of panic sets in — your brand new chamois/suede/velvet/whatever bag containing all your dice is missing! Your shouts of anguish elicit from your wife/mother/roomie/whatever the horrendous news that they were last seen in the slobbering jaws of Rover/Fido/Spot/Killer/whatever, and he was last seen heading for his favorite spot under/behind/in back of/the stairs/stove/couch/porch/whatever. After locating the miscreant, and dragging him forth from his lair, you are horrified to find shards of dice-plastic all over his face, and an unrecognizable pile of multi-colored plastic junk amidst the remains of your bag, which seems to have been mistaken for his chew-toy.*

After the air changes back from blue to invisible, and you've already considered and rejected at least three dozen fiendish and hideous indignities that could be committed to/on a dog, the real horror sets in. At any minute, 4/7/9/however — many fully primed UBA members will be clamoring to explore your ruins. The mere thought of having to tell them that the game is off would have caused Audie Murphy to pause and consider the possibilities — a group of rampaging UBAers could make the group that stormed Baron Frankenstein's castle look like a Sunday Tea at the Methodist Ladies Club.

If the preceding tale of woe sounds familiar then this article is for you. After months of painstaking research, a number of alternatives to dice have been compiled. Herewith are a few of them:

PERCENTAGES GENERATED WITH TWO STANDARD DICE (D6)

The following table is from FIGHT IN THE SKIES. The column on the left is percentages and numbers needed to get them, while the figures on the right are the actual probabilities. (I.E., if there is a 10% chance of an encounter, a roll of "9" indicates that it occurs. The actual percentage chance of rolling a "9" with two standard dice is 11.1%.)

5%	11	5.6%
10%	9	11.1%
15%	6	13.9%
20%	7, 12	19.4%
25%	4, 7	25.0%
30%	7, 8	30.6%
35%	2, 4, 5, 6	36.1%
40%	5, 6, 8	38.9%
45%	6, 7, 8	44.4%
50%	4, 5, ,6 7	50.0%
55%	5, 6, 7, 8	55.6%
60%	3, 5, 6, 7, 8	61.6%
65%	4, 5, 6, 7, 8	63.9%
70%	3, 4, 5, 6, 7, 8	69.4%
75%	all except 2, 3, 4, 10	75.0%
80%	all except 2, 4, 10	80.6%
85%	all except 3, 11, 12	86.1%
90%	all except 9	88.9%
95%	all except 11	94.4%

CHITS IN A JAR

All that is needed is a jar with a wide mouth, (lest we find ourselves in the position of Aesop's monkey and the coconut) or some other suitable container, and the appropriate number of blank counters, poker chips or slips of paper marked with the numbers you need to generate. Players blind-draw for results.

CALCULATORS

Many of the newer and more complex calculators, such as the TI-SR51-A have various function switches that will display random numbers when pressed either singly or in certain combinations. Because of the great diversity in calculators, you are advised to check the instructions to determine how, or if, yours will do it.

CUTTING CARDS

A standard deck of playing cards can be used to generate nearly any number; 1-4(suits) 1-12(ace low and Kings draw again), 1-6(same as preceding, divided by two), 1-10(faces don't count), and so on.

NUMBERED STRAWS

Rather self-explanatory, don't you think?

WATCH WITH SECOND HAND

A watch with a second hand can generate the following sequences: 1-4(quadrant method), 1-6(divide by 10), 1-12(read numeral that second hand is closest to), 1-15(divide minutes by four), 1-20(divide by three), 1-30(divide by two), and 1-60. A stopwatch is even better for this purpose.

SPINNERS

There are any number of children's and family games that use a spinner, using many different ranges.

USING SIX-SIDERS FOR HIGHER NUMBERS

One six-sided die can be used to determine any number range divisible by two, three or six. (I.E., for 1-100, first roll determines if it is between 1 and 50, or 51-100, the second 1-25 or 26-50 (assuming first roll indicates 1-50), the third determines in which group of five (discarding rolls of "6"), and the last the actual number.)

COIN FLIPPING

Similar to the preceding. NOTE: in an obscure study financed by a government grant, it was conclusively proven that the dime is the ideal coin to flip. The heavier coins have a greater incidence of injuries to the nail-bed on the thumb after 40,000 flips or more. Of course, this excludes the silver and half dollar, which can bung-up your thumb much sooner than that.

PHONE BOOK AND BLINDFOLD

The player/judge covers his eyes and opens a copy of his phone book and points his finger. Some house rules prevent the use of address numbers, while others recognize both address and phone numbers.

LAZY SUSAN DARTBOARD

A wooden Lazy Susan is required, as well as darts and several sheets of stock listings from a newspaper. To use this method, affix one of the stock listings to the surface of the Lazy Susan. There are two methods of using a Lazy Susan in this manner; one requires that it be fixed to the wall, the other doesn't. In any event, the L-S is spun, and a dart either thrown at, or dropped on, it; the number skewered is your number.

CLASSIC GRECO-ROMAN AUGURY METHOD

This system counts the birds that fly by. It is NOT useful in areas having large concentrations of starlings, or in waterfowl flyway areas in spring and autumn. It is also inconvenient after dark.

MOUSE IN A MAZE

This system uses mice in a maze, with numbered reward areas. All you need is a little plywood and a couple dozen half starved mice or rats. (If you make the reward too large, each mouse or rat is only good for one or two trips before satiation. If you use too little, the mice will just say to hell with it.

MASO/MACHO DELIGHT

This system requires that the players all be males with hirsute chests. Using this system, the players snatch hairs from each other's chests, using the number of hairs as the number generated. If the number snatched exceeds the top of the range, use the remainder as the number. Using this system, when your opponent gets all the lucky numbers necessary to completely destroy your army, it REALLY hurts.

NUMBERED JUMPING BEANS

This system uses Mexican jumping beans as number generators. Each bean is marked, and all the beans are chilled to precisely 47°F. At the start of the game, the beans are dropped into an aluminum pan on top of a hotplate. When a number is needed, the next bean that jumps is it.

This practice was finally discredited by an organization known as "Frijoles Nacionale", an obscure collection of misfits, misanthropes and bean freaks formed in the late 1930's in Mexico to stop bean jokes, considering them offensive to beans. Prior to their success, yet another pressure group tried to outlaw the use of jumping beans. Calling themselves the Society for the Prevention of Cruelty to Larvae, they spent thousands of dollars in their futile efforts. Think about it; would **you** listen to someone that represented a group such as the SPCL? (Well, you **have** read this far, so don't be too smug.)

The practice has died out in all but two areas; the northeastern US and among the Vapid Indians of the Mojave Desert. The former is considered a local, cultural aberration, while the latter is attributed to the low average IQ of a Vapid Indian.

TEN MINUTES AND NOT A ONE HAS MOVED.. I THINK WE KEPT THEM IN THE REFRIGERATOR TOO LONG.
AREN'T YA S'POSED TA COOK BEANS IN WATER??
TW

EXCERPT FROM AN INTERVIEW WITH A RUST MONSTER*

***Translated into Common by Michael McCrery**

Editors' note: Michael McCrery, a dungeonmaster from Philadelphia, Pa., brings us the account of some rather unusual happenings from a recent D&D campaign. According to Mr. McCrery, '. . . The rust monster mentioned is, in actuality, a non-player character who, several 'years' ago, was polymorphed into a rust monster in my dungeon. Now, whenever someone rolls an encounter with a lone rust monster, I apply a 05% chance that it will be this character. He cannot, of course, address himself to anyone unless through the use of magic they (players) attempt to speak to him. He is, however, more or less cognizant of his former existence, and usually will only attack an expedition when attacked first. And many novices will attack anything that moves, out of panic. The combat described was actually fought, with the weapons stated. In some cases, some strange numbers were generated as modifiers for the appropriate weapons. For example, a haunch of moose acts as a +1 mace, while a pencil acts as a -5 dagger. At least, in the right hands . . . "

PROLOGUE

" . . . and so there I was. A rust monster, and stuck in that dungeon."

"But surely you tried to escape," I said. "In all of that time didn't anyone recognize you for what you were?"

"The closest I ever came to being rescued," my guest replied, "was several years back when I stumbled onto a group raiding the dungeon. I figured that if I followed them they would lead me to the surface, eventually."

"What happened to them?" I questioned.

"A real bunch of nerds. They obviously didn't know anything about dungeons and almost got themselves killed off the short time I was with them. When a Hobgoblin king sent them on a quest I figured I would be better off on my own again."

"With your years of experience in that dungeon," I prompted, "surely you can relate some details that might help others to survive their expeditions." I lit a taper in the fire and touched the flame to my pipe.

"There's not really much to tell," my guest replied, pausing to scratch behind one ear. "It's more a matter of experience than general knowledge."

"Isn't there anything that might help?" I asked.

"Oh, maybe some small things, but they're more in the line of common sense than anything else."

"For instance?" I prodded.

"Well, I guess I could tell you a little about this bunch of dimwits I encountered. They did *everything* wrong. They had no business even being in a dungeon. The way they were prepared they wouldn't have survived a trip to the grocery store.

"When I first encountered them I was hopeful enough, as they looked like blooded warriors. Oh, boy, was I ever wrong about that! I can still picture them approaching me from out of the darkness. I saw them coming almost a hundred meters away. They were boldly marching down a two meter corridor, torches ablaze, announcing their coming to all within sight. At first I figured that they must be some pretty heavy dudes to expect to get away with such an elementary lack of caution. They didn't even have a thief scouting the way for them. But I began to suspect the truth when I saw that they didn't even have a dwarf with them. Can you imagine that? Not even a dwarf!"

I shook my head in amazement as I scribbled notes. My guest continued:

"There were five of them. There were two fighter types, the first one wearing shiney new armor and carrying a rusty, nicked battleaxe that looked like it had come from somebody's trash heap[1]. The other was a real skinny dude carrying a sack with a bent sword sticking out of it. Between these two a magicer amd a samurai were carrying the second biggest shield I had ever seen with another samurai on it[2]. The shield was also rusty and dented. It was then that I started to give up hope that my salvation had come, but I decided that it couldn't hurt to try them, especially as it had been almost two years since I had seen any outsiders.

"I stood my ground and waited for them to catch up to me," he continued." When they finally saw me they didn't seem afraid, but the magicer did try to cast some kind of spells. I have no idea what they were supposed to do. Nothing seemed to happen. Then he tried to lure me away by casting a ventriloquism spell and calling to me. He used several languages, most of which I couldn't understand. I decided that I would have to make the first move.

"Slowly I approached them, and, although the smell of iron was almost irresistible, I managed to restrain myself and get across to them my friendly intentions. At least they picked up the shield again and continued on their way. When I followed they didn't try to dissuade me. I figured that maybe they were returning to the surface with their wounded. Wrongo again."

"I think I know the kind you mean," I said, refreshing my guest's drink (Geritol over carriage bolts). "A bunch of Sunday explorers. But you haven't really given me much hard information."

"I'm coming to that," he said, sniffing at my andirons. "Rotten alloy," he muttered. Suddenly he turned and looked me full in the face. "Do you know," he said, "those idiots were carrying the Sword of Toshio[3] in that sack and didn't even know it? And they with a perfectly healthy samurai in the party."

He lay back down in front of the fire, and after a lap at his drink continued. "But it's hard information you want," he said. "Well, I followed them through the passages of that place, and they didn't even know where they were going. They hadn't had the foresight to carry any food or water with them and were already hurting when I had encountered them. After several hours things got pretty tight. Finally, we came to a fountain and they stopped to drink. They didn't even realize that they were taking potions. The mix in that fountain constantly changes so I don't know exactly what they got, but some of them could have been quite useful. As it turned out, at least one was . . . ."

(MIS)ADVENTURE AT A DOOR[4]

After resting, the party tried one of the smaller exits from the Room of Fountains and found themselves in another of the seemingly endless two meter corridors. The rust monster that had been following them (because of Richard's high charisma, they supposed) continued to tag along.

After an uneventful trek they came to a door blocking the corridor. A quick consultation produced the consensus that the door should be tried. Fred, their door opener, his strength the major resource of his body, grabbed the handle before the others could stop him and tried the door. It never occurred to him that the space beyond might be occupied, and so the others stood in horror watching as he rattled the bolted portal.

Failing in his first attempt, Fred stepped back and spit into his hands. He got a firm grip on the handle once more and got the door in his face as it was pushed open from the other side.

"What do you want?" demanded the bass voice of the figure confronting them. They looked up. And up. The man facing them either had a bad glandular disorder, or was a midget giant.

"We seek passage," said the weak voice of Me, the magicer, filtering upward from behind the shield. At the first sight of this behemoth he had rolled poor Ari to the floor and pulled the shield up in front of him.

His eyes searching for a moment, the figure blocking the door finally found the tassle of Me's hat sticking up beyond the rusty shield. "How about that!" he said. "A talking shield. Well, shield, passage you'll not have!"

Fred, not being one for diplomacy, cried, "Then we'll force our way past!" and pushed against the figure with all of his eighteen strength. The man stood his ground, laughing.

"If it's a fight you want," he said, "just a moment while I grab my armor," and slammed the door in Fred's much abused face.

With the closing of the door Richard the Boor elected to exercise the better part of valor, but, before he could fully turn and execute a strategic withdrawal, the door flew open again. Their adversary stood before them, dressed only in a plastic bag. "Draw your weapons!" he demanded.

"Varlet!" yelled Fred, noting the other's empty hands. "Woulds't have me do battle with an unarmed man and so dishonor myself?" In reply his adversary let fly a beefy fist catching the witless warrior on the button. "Ooof!" said Fred, sitting on the floor.

"Hey, Hengel," called a voice from beyond the door. "How many are there?"

"Three warm and one stiff," Hengel called back over his shoulder. "And a rusty shield with a funny hat."

"That's Hengel," cried another voice. "Always one to hog all of the fun."

"Okay, okay," Hengel cried, stepping back into the room. "Come on in, you guys," he called out the door. "I've got some friends here who want to play, too."

Fred, never one to refuse a fight (or win one, either) jumped up and, drawing his battle-axe in the mistaken belief that it was enchanted issued his battle cry and charged into the room.

Richard the Boor turned to the others and said, "We'll never get out of here without him to open doors for us."

"Of course you realize," said Sauri Itasha, pulling out his katana, "this encounter could have been avoided if you hadn't missed catching our idiot when he tripped over that pit."

"Don't blame me," responded Richard irritably. He was always a little touchy about any subject that could spoil his chances for Paladinhood. "I never voted to take an idiot with us in the first place," he said. "He was only a liability to us. Had to be picked up every hundred feet or so, and always dribbling a trail of blood behind us for every monster that came along to follow."

"Gentlemen, gentlemen," called Me, stepping between them. "Are we going to save Fred from his folly, or stand here and bicker among ourselves?"

The others stood a while considering the ramifications of just pushing the door closed and walking off. "Come, come," said Me, hastening before someone called for a vote. "We'll need him to open these stupid doors for us, anyway."

"Yeh," said Richard. "Besides, I probably couldn't be a Paladin if we just left him without making some effort to help." And then, in a rare flash of psychic ability, "But that fool is going to be the death of me yet!"

Richard pushed the door fully open and they reconnoitered the situation. A few feet inside the door Fred stood, panting, blood dripping from his face and pooling on the floor. As they watched he cut loose a mighty slash that buried the head of his axe in his opponent's side. Calmly, the man responded with a left jab followed by a lightening one-two, and the blood ran freer from Fred's nose.

Weapons in hand, Richard and Sauri rushed into the room. As they did so two more figures such as the one confronting Fred stepped up to meet them. The first, wearing plate, engaged Sauri with sword. The second had apparently been preparing lunch when they had tried the door, since he was standing over a Coleman stove with a big frying pan. Although he was naked when Richard and Sauri rushed into the room, he had seized a handy meat cleaver and, with one swift chop, severed a haunch of moose from a nearby hanging carcass and spun to face Richard, the haunch grasped firmly in his hand. He tossed the cleaver back over his shoulder.

A fourth figure sat at a small table sharpening his sword. "Hey, Hengel," he cried. "I thought you said there were four of them." When Hengel turned to answer, Fred put his back into a mighty chop, designed to split Hengel from crown to crotch. Hengel reached out a hand and grabbed the battle-axe in mid-swing, checking it.

"Well, there's kind of a runty magician out there. You want I should fetch him in for you?" he said. Fred was straining to pull his weapon from the other's grasp. This was a difficult task because his feet were barely on the floor.

"Don't bother," sighed Me, drawing his dagger. "I'm coming." Pushing the over-sized shield before him Me entered the room. He noted that Sauri's opponent had tossed away his sword and was fighting with a penknife. He also saw that Richard's helmet was agleam with blood, but not his own.

Me strode into the room and faced the last of its occupants. The man stood and, seeing what appeared to be a rusty shield wearing a

funny hat facing him with a dagger, laughed. He glanced over the top of the shield and said, "Oh, there you are," and laughed again. He tossed his sword back onto the table and reached inside of his chainmail. His hand came out holding a pencil. Glancing at the blunted point he turned to a sharpener on the wall. Inserting the implement, he began softly humming as he turned the crank.

Being more interested in survival than in some abstract fighter's creed, Me seized on this opportunity to jump past his shield and attack. His knuckles white on the pommel, he repeatedly plunged the dagger into the man's back.

His task, completed, the man turned and stared vacantly at Me, while the panicked magicer fled back to the safety of his shield. The man followed casually.

Me wrestled the shield up before him and crouched like some turtle waiting for an alligator to lose interest. His opponent walked up and, with one thrust, rammed the pencil stub, and a good length of his arm, through both the shield and the magicer's body. He withdrew his arm and, as Me fell to the floor, he wiped the blood from his wrist and went to look for a ball-point pen, realizing that a pencil was useless against plate armor.

Meanwhile, Fred was inflicting a good deal more damage on his opponent than the man was showing signs of receiving. At one point, Hengel put a foot across Fred's toes and used him like a punching clown. A right cross, and wait for him to pop back up, a left jab, and wait for him to pop back up, etc. Fred was rapidly tiring.

Sauri, meanwhile, had found his opponent to be a little more agile than expected. He was having some trouble hitting the man, while his foe in no way suffered the same ill. Indeed, Sauri was a little worried about the damage he was taking. Then, a sudden thrust, and he was looking up his opponent's arm as the man pulled his knife from the gaping wound in Sauri's chest. Sauri felt a great wave of pain ripple through him, and fell to his knees. He knelt there saying a last prayer to his ancestors, awaiting the final blackness. After a few minutes he realized that such a wound should have been instantly fatal. He opened his eyes and looked down, beneath his mail. Then his eyes spread wide as he watched the ragged edges of the wound creep together and form a scar, which slowly faded from view.

Muttering a hurried prayer of thanks, Sauri didn't pause to question this miracle, but made use of it. Grabbing up his katana he leapt to his feet screamed "Banzai!", and attacked his equally stunned foe with a renewed vigor. Several fatal wounds later he managed to make a solid attack and was rewarded by his blade slicing through the man's shoulder, his arm dropping to the floor. Sauri's training took over and instinctively he stepped in and dealt the final blow, his blade raking along below the man's chin to cleanly sever the head.

Sauri turned then, to see how Richard fared. He was in time to see one last blow of the now pulped haunch descend and reduce Richard to a lump on the floor. Not waiting, Sauri stepped in and soon had this man reduced to his components, like some ghoulish butcher shop.

Seeing what had happened to his friends, the fourth man stopped his search for a pen and leapt for his sword, but too late to avail him any protection. With the flush of success and the promise of invulnerability Sauri soon laid him low, his wounds closing of their own accord almost as soon as they were made.

Sauri turned once more, pausing only long enough to insure that the blood had ceased to flow from the last of his wounds, and saw that Fred was vainly trying to stop the assault he was undergoing. Fortunately, his opponent did not realize the futility of trying to punch into insensibility someone like Fred, to whom insensibility was the natural state.

Muttering in his native tongue something that sounded like "Matsubisipanasanik", Sauri leapt to the attack and soon this last opponent joined his companions.

While Fred strove to push his nose back into some semblence of its former self, Sauri checked Richard and Me and found them beyond help. He then set to searching the room. By the time he finished, Fred had tried the only other exit from the room, the door with the big sign reading, 'Major Treasure Room', and found that it resisted his greatest efforts. He failed to notice that the keyhole matched the pattern of the key laying on the table.

"What the hell," said Sauri, coming up empty handed. Fred shrugged. They dragged the shield back to where Ari was propped up against a wall and, lowering him onto the shield, began their long trek back.

EPILOGUE

"Idiots never made it, though," my guest said, his voice now somewhat slurred. "The nerds tried to sneak through the audience chamber of the Hobgoblin king while he was sitting in judgement. But they convinced him to spare them and, in return, agreed to undertake a quest. That's when I split. Even if they did lead me out, I didn't want to be seen in their company."

MORAL

When you drink from a public fountain, you never know what you'll get.

Footnotes

1. It has been ascertained from other sources that the party in mention had just ripped-off a giant's trash-masher.
2. Ari the Samurai on the shield had been paralyzed in a previous encounter.
3. Sword of Toshio, looks like an ordinary sword, bent and worn from use, which has been discarded. But in the hands of a samuri it takes on its true appearance as a katana of great power. Extremely lawful. Intelligence of 12, Ego of 3. Has a special purpose. Named for its first owner, Toshio Kubiyashi.
4. As reconstructed from my guest's remarks, and other sources. — Author

Sturmgeshutz and Sorcery

OR

HOW EFFECTIVE IS A PANZERFAUST AGAINST A TROLL, HEINZ?

by Gary Gygax

D&D is a game of many facets, and occasionally we cook up a few little surprises for the boys planning to play a "straight" battle. In this case one team was carefully primed for an upcoming WWII miniatures game, while the other team was instructed regarding a fantasy battle to be fought on the table top. How could we mix moderns with swords & sorcery? The structure of D&D is such that it easily lends itself to such adaption, and brief rules will be given at the end of the article. The orders of battle, situation analyses, and objectives given to the opponents were:

GERMAN SS PATROL

AC w/20 mm cannon
Hftk w/ 2 Lt. MG
Hftk w/ 1 Lt. MG
VW Kubelwagen
1 Hauptmann (SS equivalent), MP
3 Feldwebels (SS equivalent), SMG
3 drivers, MP
1 driver, SMG
3 crew, MP
20 men
40 hand grenades
14 Rifles
2 SMG
2 Assault Rifles
2 Pistols
3 Pzfsts.
1 60 mm. mtr. w/ 20 rounds HE
1 Flamethrower

SITUATION

There has been unusual resistance activity in this area, and in the last few days a squad of Security troops were wiped out in a battle with them. Only one old man, bearded, and with no weapons, was found at the scene of the battle. From his dress and general appearance it would seem that he was a Russian clergyman — probably there to incite the troops to greater bravery as the Communist commissars have failed in this respect.

OBJECTIVE

The hiding place of the guerrillas is probably in a remote and wild area which is accessible only by means of a very old and rough cart track. You must proceed to this area, surround their camp, and wipe them out to a man. The suspected camp site is undoubtedly well-camouflaged, for aerial recon has found only very occasional signs of movement there.

THE SERVANTS OF THE GATHERER

12th Level EHP with +2 Armor & Shield, Snake Staff
1 Hero, +1 A & Sh, + 3 Swd
1 Hero, +1 A & Sh, +1 Spear
1 Magician
2 Mummies
3 Ogres
3 Ghouls
4 Trolls
19 Orcs
4 with axes
6 with swords
6 with spears
3 with bows (51 regular & 9 magic arrows)
1 Insectoid pet of the EHP (equal to Giant Scorpion)

SITUATION

Your able lieutenants Grustiven the Warlock and the Lama Goocz have failed to return from an exploration of an area of unusual nature — just west of

your castle a thick fog sprang up and has been obscuring vision since then. Dispell Magic failed to affect the area, and your henchmen were ordered to investigate, for it is possible that some Lawful enemy is at work, using the mist to screen gathering troops. Unfortunately, your strongest fighters and 200 orcs are elsewhere warring with a Neutral Lord who insulted you, so you will have to make do with the forces on hand. An orc detailed to patrol the edge of the fog area has just reported that unusual sounds have been issuing from the area — he described them as: "low growls, the clanking of chains, and a deep humming," but who can trust a stupid orc?

OBJECTIVE

Considering the state your forces are currently in, it is up to you what the best course to follow is. You can attempt to ambush the enemy before they reach your stronghold, or you can hole up in your castle and prepare to withstand a siege, but if the attackers are strong and not molested until they reach the castle walls, your forces might not be able to prevent an escalade, and you cannot lose your castle!

Light played an important part in setting up this action. The first turn of movement was done on paper by both sides, for the referee stated it was still dark. Two ten minute moves during **false dawn** were likewise conducted. During this phase the Germans penetrated the screen of mist, and orc scouts were sent out by the Servants'. There were three maps used for preparation and preliminary moves, the players having incomplete ones, the referee having the correct one. The maps are shown below:

The SS patrol had moved westwards parallel to the woods (and misty area) at the south end of the area. There was one 'track and a few men near the road to radio information to the advancing body in case "partisans" should appear from the trees. As the main group passed through the mist radio communications were suddenly lost. Then they were through the fog, the stream was crossed, and careful observations were made on the two astounding features which shouldn't be there! The boulders weren't shown on the headquarters map of the area, nor was an intact castle! HALTE! came the command from the Hauptmann. The armored car, 'track, and VW formed a lager. Time to reassess plans — The glasses revealed yellowish faces of unusual ugliness peering at the patrol from the nearby patch of rocks, and in the other too! And what was that tall shape in the far distance striding into the mists. At this moment the orcs broke cover, hoping to continue their luck; after all they had not yet been fired upon. Six automatic weapons opened up and cut the lot to bits.

This was intolerable to the EHP, and he visited a swarm of insects upon the offending Germans. The insects nearly drove the soldiers mad, and in haste they tried their best to drive them away using smoke. That and the wind relieved the situation, but only momentarily. Before the patrol could move their vehicles a man in a pointed hat and long gown appeared amongst the boulders farthest from the Germans, pointed his finger, and a great explosion ripped the VW to shreds, also destroying several of the tires on the AC. Stunned, the troopers returned fire too late to do other than wound this new enemy. Men piled into the halftrack and made haste to go somewhere — anywhere. At this point an even closer approach to the castle seemed advisable. As the vehicle drew near the walls a rain of arrows seemed to pour upon the 'track, but the men plying the bows upon the walls were meat on the table for MG 34's, and both fell dead with a few bursts. The Germans made a complete circuit of the fortress, lobbing a few mortar shells into the place once they attained the dirt road to the east of it. More insects swarmed upon them from skies which had but moments before been clear. Time to move on again quickly, for the distraction had allowed their fellows with the AC to replace the damaged tires. They could be seen climbing back into the car and it was time to withdraw before taking worse losses.

As the halftrack roared down the road away from the castle the AC began to cross the intervening terrain to join them. Suddenly a bright flash of light (a phantasmal fireball) burst before the carrier, and the driver thought himself blinded. Luckily his co-driver slowed the vehicle sufficiently, so that it simply rolled off the road and came up against the clump of trees to the northeast of the bridge with a slight jar. The passengers were not dazed — they could see the great troll and three ghastly greenish ghouls rush forth upon them from the monsters' brushy lurking place. Near panic, the SS men blazed away with their weapons. Bullets smacked into the ghouls, and one dropped, but the other two clambered into the halftrack. The troll was also nearly into the vehicle when a desperate soldier fired point blank with his panzerfaust; the projectile took the creature full in the chest, exploded, and sent burning chunks of troll in all directions. While this was happening still another monster attacked — a giant insect-like creature which somewhat resembled an impossibly large scorpion. It clambered up the front of the 'track, and from this position began attacking the men in the rear of the vehicle.

All was chaos there. The SS troopers were fighting a melee with the two ghouls, and had not one of them been particularly alert the scorpion-like monster would have wiped them out. A burst of fire from a machine pistol — the driver had finally recovered his vision — finished the thing. Only four Germans remained in the rear of the vehicle when the driver backed out of the trees and sent the halftrack back towards the safety of the everyday world of the Eastern Front. The armored car was awaiting them, its weapon trained down the path to cover their companions from any further attack of the nature just undergone. Nobody would believe it, had not the halftrack carried the remains of a ghoul as well as the insectoid creature draped over its hood!

Above flew an invisible magic-user, and he quickly put an end to the escape attempt of the halftrack. A **sleep** spell caused the driver to lose control of the vehicle, and it crashed. The occupants of the armored car knew something was wrong, but they did not know what — nor where to look. The magician was in clear view overhead, but no soldier looked up, and his next **sleep** spell told for the AC as well. The remaining 'track waited a short time and then hastened back to headquarters. What had happened? They could not say for certain, but what little they had observed was too fantastic for belief. The survivors of the foray were sent to rest camps, adjudged as suffering from battle fatigue.

Game Analysis: The transition from thinking in terms of WWII tactics to fantasy is difficult, while the modern enemies of the fantasy force were not all that different from any other opponents as far as tactics were concerned — that is to say they were not in the battle reported. However, if the SS were given a rematch it could be a far different story, for the long range potential and the rapid fire ability of the small arms would surely take a terrible toll. Magic and melee would generally weigh heavily against the Germans (or any similar soldiers from the modern period), but the match would be a near thing. While it would take something like radar to spot invisible opponents, the large caliber weapons would be irresistible most of the time. In this case there was no doubt that the Servants of the Gatherer won handily.

If any readers care to report their own attempts at such mixed games we would appreciate receiving them!

RULES FOR WWII/FANTASY BATTLES:

Regular D&D rules were used for the fantasy side, and the following special notes were used for the WWII types:

Movement: Use TRACTICS movement rates, but no fatigue is considered. Also, all horses and vehicles should get a 20% movement bonus.

Range of Weapons: As in TRACTICS.

Rate of Fire: As in TRACTICS.

Magic Weapons: All AP rounds above 20 mm are considered as magic, as are HE and other types above 50 mm.

Experience Levels:

Green	= Man
Regular	= 1st level
Veteran	= 2nd level
Elite	= +1 level
NCO	= +1 level
Officer (JG)	= +2 levels

For example the SS soldiers in the battle reported above were veteran elite troops, so their base level was 3rd. The NCO's were 4th level and the officer was 5th.

OPTIONAL: After becoming familiar with fantastic opponents allow NCO's and officers to accrue experience as fighting men. Also chaplains to function with regard to turning away undead.

Weapon Type, Damage, and Effect Area:

WEAPON TYPE	DAMAGE	EFFECT AREA
Pistol	1-6	1-2 targets
Machine Pistol	1-6	type I
S/Mg.	1-6	type II
Carbine	1-6	1-2 targets
Rifle	1-6	1 target
S/A Rifle	1-6	1-2 targets
Assault Rifle	1-6	type II
Lt. Mg.	1-6	type III
Med. Mg.	1-6	type IV
Hv. Mg.	2-8	type III
20 mm	3-12	type II
37 mm	4-16	1-2 targetsA
50 mm	5-30	1 targetB
75 mm	6-48	1 targetC
90 mm	7-70	1 targetD
105 mm	8-80	1 targetE
120 mm	9-108	1 targetF
150 mm	10-120	1 targetG
Flamethrower*	6-30**	1 target III
Hand Gren.	5-20	1 targetA
Rifle Gren.	5-20	1 targetA
60 mm Mtr.	5-30	1 targetB
81 mm Mtr.	6-60	1 targetC
Pzfst.	8-80	1 targetA
Bazooka	6-48	1 targetA

*3 ignitions maximum

**burns 3 turns

NOTE: **White Phosphorus** 2-8 points damage until extinguished
Smoke obscures vision in Effect Area
AP of 37 mm or larger kills target hit

Ammunition Use and Resupply

	To Empty	To Reload	Max. Rounds Carried
Pistols & Rifles	8/4	1 turn	40
MP	2 bursts	1 turn	6 bursts
S/Mg.	3 bursts	1 turn	12 bursts
Carbines	8 shots	1 turn	48
Auto Rifles	2 bursts	1 turn	20 bursts
Lt. Mg.	6 bursts	1 turn	18 bursts
Med. Mg.	9 bursts	1 turn	27 bursts
Hv. Mg.	9 bursts	2 turns	18 bursts
20 mm	3 bursts	2 turns	30 bursts
Rifle Gren.	1 shot	1 turn	6 rounds
Bazooka	1 shot	2 turns	3 rounds
Hand Grenades	—	—	2 grenades
60 mm mortar	—	—	30 rounds
81 mm mortar	—	—	18 rounds

Adjustment of Hits due to Armor:

Range	Small Arms and Lt. MG/Med. MG Effect on Armor Class only if Number(s) Shown is Rolled						
	5 & 4	3 & 2	1 & 0	-1 & -2	-3 & -4	-5 & -6	-7 & -8
Short	1-6	1-6	1-6	1-6	1-6	2-6	3-6
Medium	1-6	1-6	1-6	2-6	3-6	4-6	5-6
Long	1-6	2-6	3-6	4-6	5-6	6	—
Extreme	2-6	3-6	4-6	5-6	6	—	—

EFFECT AREA	DIAMETER OF EFFECT	EFFECT AREA	DIAMETER
A	1"	I	2" × 1/2"
B	1-1/2"	II	3" × 1"
C	2"	III	4" × 1"
D	2-1/2"	IV	6" × 1"
E	3"		
F	4"		
G	5-1/2"		

To Hit Procedure (Modern Weapons Only):
BASE +8

Range		Movement		Cover/Concealment	
Short	+3	None	+2	None	+2
Medium	0	Normal	0	Slight	0
Long	-2	Evasive	-3	About 50%	-2
Extreme	-4			Near total	-4
				Complete	-8

Attacker Status

Tripod or vehicle mtd. weapon (Med. MG)	+2
Weapon at rest on firm support	+1
Crawling or walking	-1
Evading, running, or on moving vehicle	-4
Being charged by nearby attacker	-2*

*This lessening of penalty is applicable only after troops have become relatively familiar with opponents, i.e., fought one round against them and killed something. If otherwise this penalty should be -6!

Number of Hits for Automatic Weapons:

Type	Possible Hits
I	1-4
II	2-5
III	1-6
IV	1-6

Melee: Treat Melee as in D&D except as follows:

Weapons Conversion

Rifle & bayonet	=	spear
Bayonet	=	dagger
Entrenching tool	=	axe
Rifle, clubbed	=	hammer, dagger for damage
Pistol, clubbed	=	dagger, half damage
Unarmed	=	SPECIAL, see below

Unarmed Combat Special*

Score	Effect
1-5	None
6-10	Stun opponent, attack first next round
11-15	Disarm opponent and attack first next turn — if no weapon in opponent's grasp do 1-6 points damage
16-19	As above plus 1-6 points damage inflicted
20	Opponent knocked senseless if not AC 2 or less and above 7th level (adjust upwards for higher AC's, i.e., AC 3 and above 8th level, AC 4 and above 9th, etc.) — takes 1-8 points damage in any event

*Roll for each soldier, regulars have 1 in 6 who can engage in this form of combat, veterans have 3 in 6, elite adds 1 in 6.

Morale: Standard TRACTICS Morale should be used, except where reference to enemy vehicle or AFV is made; read huge monster or strange monster.

Variants

ILLUSIONISTS!

GENERALLY APPEARING AS A NEW CLASS FOR DUNGEONS & DRAGONS

By Peter Aronson

Illusionists are a sub-class of magic-users who, as the name implies, employ illusion and similar powers. Their prime requisite is dual, in that they must have both a good **intelligence** and a **dexterity** of not less than 15 as a high degree of manual conjuration is involved when they cast their spells. Although severely limited in the number of magical items they can employ, Illusionists make up for this restriction by the power of their magic.

Level	Experience Points	Number of Spells & Level 1	2	3	4	5
Minor Trickster	0	1	-	-	-	-
Trickster	3000	2	-	-	-	-
Master Trickster	6000	3	-	-	-	-
Cabalist	12000	4	1	-	-	-
Visionist	25000	4	3	-	-	-
Phantasmist	50000	4	4	1	-	-
Apparitionist	75000	4	4	2	-	-
Spellbinder	110000	4	4	3	1	-
Illusionist	175000	5	4	4	2	1
Illusionist, 10th	350000	5	5	4	3	2
Illusionist, 11th	525000	5	5	4	4	3
Illusionist, 12th	700000	5	5	5	4	4
Illusionist, 13th	875000	5	5	5	5	5

ILLUSIONISTS SPELLS

1st Level
1. Phantasmal Forces
2. Light
3. Wall of Fog
4. Darkness
5. Change Self
6. Gaze Reflection
7. Hypnotism
8. Detect Invisible

2nd Level
1. Imp. Phantasmal Forces
2. Invisibility
3. Fog
4. Blindness
5. Hypnotic Pattern
6. Misdetection
7. Detect Magic
8. Deafness

3rd Level
1. Invisibility 10' Range
2. Fear
3. Spectral Forces
4. Continual Light
5. Continual Darkness
6. Paralyzation
7. Non-Detection
8. Hallucinatory Terrain

4th Level
1. Improved Invisibility
2. Massmorph
3. Shadow Monsters
4. Shadow Magic
5. Minor Creation
6. Emotions
7. Confusion
8. 1st Level Magic-User Spells

5th Level
1. Projected Image
2. Summon Shadow
3. Major Creation
4. Chaos
5. 2nd Level Magic User Spells
6. Demi-Shadow Monsters
7. Demi-Shadow Magic
8. Create Spectres

Note: Imp. = Improved.

Items that Illusionists can use:
Illusionists Scrolls (or those with Magic-User Spells otherwise employable by this class):
Crystal Balls (not with ESP or Clairaudience)
Fear Wand
Paralyzation Wand
Illusion Wand
Magic Detection Wand

ILLUSIONIST SPELLS EXPLANATION:

1st Level
1. **Phantasmal Forces:** Same as Magic Users.
2. **Light:** Same as Clerics.
3. **Wall of Fog:** An opaque wall of fog with the same dimensions as a Wall of Fire, but with no other effect than blocking vision. Range 16".
4. **Darkness:** Same as Anticlerics.
5. **Change Self:** An illusion spell that can make the user appear to a creature of the same general size and shape. i.e. a human could make himself look like a Gnoll, but not a Wyvern. Duration: the Level of user + 10 + roll of a 6-sided die.
6. **Gaze Reflection:** A spell that simply acts as a perfect mirror, reflecting the gaze of a Balailisk or Medusea as if a mirror was in front of their eyes. Range 8". Duration: 1 turn.
7. **Hypnotism:** Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. Range 8".
8. **Detect Invisible:** Same as Magic-Users.

2nd Level
1. **Improved Phantasmal Forces:** Same as regular Phantasmal Forces but the Illusionist can move while employing the spell. Also the illusion will last up to 3 turns after the Illusionist has stopped concentrating.
2. **Invisibility:** Same as Magic Users.
3. **Fog:** A cloud of opaque fog that acts like a Cloudkill except that is has no effect but to obstruct vision.
4. **Blindness:** A spell that if it succeeds will cause the object to become blind until the spell is dispelled or removed by the caster. Range 12".
5. **Misdetection:** A spell that if it succeeds can cause a detect spell to malfunction (Detect Good, Evil, Magic, etc.). Its chance of success is determined in the same way as Dispell Magic.
6. **Hypnotic Pattern:** A pattern that the Illusionist projects in front of him that will hold motionless staring at the pattern anybody that it catches. It can catch 4-24 1st level types, 3-18 2nd level types, 2-12 3rd or 4th level types, 1-6 5th, or 6th level types. The effect will last as long as the Illusionist concentrates + 3 + the roll of a 6-sided die (4-9) turns afterwards. Range 12".
7. **Detect Magic:** Same as Magic Users.
8. **Deafness:** Same as Blindness but affects hearing.

3rd Level
1. **Invisibility 10' Range:** Same as Magic Users.
2. **Fear:** A spell that projects a field not unlike that produced by a Fear Wand. It will affect 4-40 1st level types, 3-30 second level types, 2-20 3rd level types, 1-10 4th level types, 1-6 5th level types, 1-4 6th level types. Range 18".
3. **Spectral Forces:** Similar to Improved Phantasmal Forces, but includes sound, smell and temperature illusions, also these are not destroyed by touch and they last up to 5 turns after the Illusionist has stopped concentrating.
4. **Continual Light:** Same as Clerics.
5. **Continual Darkness:** Same as Anticlerics.
6. **Paralyzation:** A spell that paralyzes twice as many hit dice as the Illusionists level, lasts until dispelled or the Illusionist removes it. Range 18".
7. **Nondetection:** A spell that prevents Detection spells from working against the

Illisionist using it. It also acts like an Amulet vs. ESP and Crystal Balls. Duration 2 times the level of the Illusionist.

8. **Hallucinatory Terrain:** Same as Magic Users.

4th Level

1. **Improved Invisibility:** Same as Invisibility. 10' range, but allows you to attack while using it.
2. **Massmorph:** Same as Magic Users.
3. **Shadow Monsters:** This spell allows the Illusionist to create semi-real monsters that have 1/5 the hit dice of the original (note: fractions are handled thusly: 1/5 over, nothing; 2/5, +1; 3/5, +2; 4/5, +2). The armor class of the creatures is automatically 9. The creatures do not get special abilities, such as turning to stone, draining life levels, doing more than one die damage when hitting, or breath weapons unless their victim believes that they are the real creatures. The Illusionist can raise his level in hit dice of shadow monsters. Such monsters take double damage from silver.
4. **Shadow Magic:** This spell allows using of semi-real offensive spells that have the following effects. Lightning Bolts and Fire Balls, one hit die for every 4 levels; Wall of Fire or Ice, 1 or 2 points of damage; Death Spell, 1-8 1st level types. However, if the target should believe that the spell used against it is the real one, then it has full normal effect. Range and Duration are the same as the spell being mimicked.
5. **Minor Creation:** Creation of Djinn style materials up to wood in hardness, the maximum that can be created in a day is 100 gold pieces times level of Illusionist weight. The materials will last 4 + level of Illusionist + any bonus or penalty for hardness the referee cares to add days.
6. **Emotions:** A spell that projects various emotions as in Fear. The emotions that can be projected are: Fear, as described earlier, Battle Lust that makes men fight as Berserkers, which can be countered by Fear (however, if Fear is thrown first, Battle Lust does not counter it), Deprivation, which can cause men to desert and lowers morale by 75%, Bravado which can cause immunity from Fear, Bravado which can counter Deprivation, Hate can be used but its interpretation by the subject is variable: 1, 2, hate any enemy around; 3, 4, hate each other; 5, 6, 7, hate both; 8, hate selves; 9, 10, hate caster. A person under the influence of a hate spell will attack whoever the die roll says. If hates self, then commits suicide. Range 18". Duration as long as Illutionist concentrates.
7. **Confusion:** Same as Magic-Users.
8. **1st Level Magic-Users Spells:** This allows the Illusionist to use all 1st level Magic Users spells.

5th Level

1. **Projected Image:** Same as Magic Users.
2. **Summon Shadow:** A spell similar to Invisible Stalker except the creature summoned is a Shadow. (one Shadow for every level above 5th the Illusionist has attained)
3. **Major Creation:** Gives user full Djinn creation powers, up to 300 times level of Illusionist gold pieces weight per day materials created.
4. **Chaos:** A spell that affects an area 3" × 3", confusing the entire area. A creature caught in an area hit by the spell is automatically confused until it leaves; however high level fighters and high Illusionists are not affected. Range 12"; duration: as long as the Illusionist concentrates.
5. **2nd Level Magic Spells:** Same as 1st level Magic Users spells but with 2nd level spells.
6. **Demi-Shadow Monsters:** Same as Shadow Magic, but the monsters are 2/5 the hit dice of the original, and the armour class is 8. The amount summoned is now a maximum of 1-1/2 times the level of the Illusionist in hit dice.
7. **Demi-Shadow Magic:** Same as Shadow Magic but the damage is doubled.
8. **Create Spectres:** If a person is killed, this spell can be used to cause him to become a spectre with his dice equal to half the killed character's level rounded up. A character must have been at least 2nd level to be raised as a spectre. The spectre is raised with its mind and memory intact. It does not come under the control of the raiser; it still retains its alignment. A spectre can only be raised 24 + 6 times the level of the Illusionist turns after death.

Illusionist Additions

by Peter Aronson

Level	Experience Points	Number of Spells and Levels 1	2	3	4	5	6	7
Illusionist, 11th	525000	5	5	4	4	3	1	—
Illusionist, 12th	700000	5	5	5	4	4	2	—
Illusionist, 13th	875000	5	5	5	5	5	2	1
Illusionist, 14th	1050000	6	6	5	5	5	3	2

Additional Spells

1st Level	2nd Level	3rd Level
9. Ventriloquism	9. Magic Mouth	9. Suggestion
10. Mirror Image	10. Rope Trick	10. Phantasmal Killer
11. Detect Illusion	11. Dispel Illusion	11. Illusionary Script
12. Color Spray	12. Blur	12. Dispel Exhaustion

6th Level

1. Mass Suggestion
2. Permanent/Illusion
3. Shadow/Monsters III
4. Programmed/Illusion
5. Conjure Animals
6. True Sight

7th Level

1. Astral Spell
2. Prismatic Wall
3. Maze
4. Vision
5. Alter Reality
6. Prismatic Spray

Spell Explanations

1st Level

Ventriloquism: As MU spell of name, but Range 9", Duration 5 Turns

Mirror Image: As MU spell of same name.

Detect Illusion: Detects any illusion for what it is. Range 6", Duration 3 Turns

Color Spray: A sheet of bright conflicting colors. They affect 1-6 levels of creatures, rendering them unconscious through confusion. (Note: for every 5 levels above Trickster the caster has obtained, add one to the die roll for amount of levels, the number never to exceed 6.) The distribution of the effect if there are more target levels than spell levels is semi-random, first one creature is fully affected, then another, till all the levels are assigned, there being no more than one partially affected creature. There is no saving throw vs this spell if the creature is fully affected, if all but one level is affected, it gets a normal saving throw, for every level unaffected beyond the first, it gets an additional +2 on its saving throw, in any case, it will not affect any creature above the 6th level. Range 24".

2nd Level

Magic Mouth: As MU spell of same name.

Rope Trick: As with MU spell of same name.

Dispel Illusion: This spell will automatically dispel any illusion caused by a non-Illusionist. Vs. those caused by Illusionists, it functions like Dispel Magic. Range 12".

Blur: The caster's appearance is highly blurred, making -2 on being hit, and +2 on saves vs wand and staves. Duration 4 + The roll of a 4-sided die.

3rd Level

Suggestion: Like the MU spell of the same name.
Phantasmal Killer: A spell that causes an illusionary horrible beast (formed from the subject's own fears) from whom any cut causes death. The beast is visible only to the Illusionist and its subject, it is immune from all attacks and barriers, as it exists only in its subject's mind. The subject may try to disbelieve it, to do so he must roll his intelligence or less on three 6-sided dice. If the victim has faced this kind of attack before, add +5 to his intelligence for purposes of seeing if it is disbelieved, if the subject is an Illusionist add +1 to his intelligence for purposes of determining if he disbelieves it, and if the subject is wearing a Helm of Telepathy, add +3 to his Int., and if he disbelieves it, he may turn the Killer on the Illusionist. If the subject is not expecting an attack, he is -1 on Int., if he is totally surprised, he is -3. Range 6".
Illusionary Script: A special form of writing that can only be read by he whom the Illusionist set it to be read by (like Magic Mouth), any others who attempt to read it must save vs magic or be confused for 1-6 turns. One spell is suitable for a full page.
Dispel Exhaustion: This spell temporarily gives its recipient the **illusion** of being well rested and healthy. It allows action without rest, however, after the spell ends, one must rest twice as much as has been missed. It also allows recently raised and badly wounded men to move about normally, but they take an additional 1-6 points of damage. Duration 4 Hours.

6th Level

Mass Suggestion: A broad area version of the suggestion spell, affecting 1-8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast.
Permanent Illusion: As with spectral forces, but lasts until dispeled.
Shadow Monsters III: Like Demishadow Monsters, but 3/5 of the hit dice, and AC 7, and twice the Illusionist level in hit dice can be raised.
Programmed Illusion: A Form of Spectral Forces. It will perform pre-set instruction without the Illusionists directing it. Ex., A manticore appears, circles the camp for 3 turns, screams, then flies off while the Illusionist escapes. Duration 12 Turns.
Conjure Animals: Same as clerical spell of same name.
True Sight: A polymorphed creature or object looked at with this spell will appear as it really is, superimposed with its present form. Also when looking at a person one may tell his alignment, class, level, and intentions. With it one may also see invisible, displaced, and astral objects. Duration level — 10 + roll of 6-sided die.

7th Level

Astral Spell: Same as MU spell of same name.
Prismatic Wall: Same as MU spell of same name.
Maze: Same as MU spell of same name.
Vision: When an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. If a negative result is rolled, the Illusionist is quested to do some task, if a neutral result is rolled, then he gets information of use to him, but not what he asked for, if a positive result is achieved, he is told the answer in great detail.
Alter Reality: Like a limited wish, but it must be used in conjunction with kan Illusion; an Illusion is first cast of what is wished to happen, then the spell.

Tombs & Crypts

by James M. Ward

The mystery, challenge and pleasure of any wargamer in discovering and opening a tomb of some unknown being is well known to those that have done it. The creation of these tombs can be a very drawn out, head scratching process for the judge. I have created a set of graphs to ease this creation process. The top row of numbers in the first graph stand for the following: 1. Soldier, 2. Hero, 3. Priest, 4. Pair, 5. Mated Pair, 6. Lord, 7. King, 8. Patriarch, 9. EHP, 10. Magic User, 11. Wizard, 12. Being.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.
Gold Pieces	-	15	20	25	20	25	20	25	20	25	30	45
Gems	10	15	20	25	40	30	35	40	45	20	40	45
Maps	-5	-	5	5	5	10	20	25	10	-	30	40
Jewelry	-10	-5	-	-	10	15	25	10	5	5	20	30
Magic Item	-15	-5	-5	-								
Magic Item	-15	-5	-5	-	-	5	15	10	10	10	15	20
Misc. M. Item	-30	-20	-15	-15	-20	-10	-	-5	-5	-	5	10
Special Item	-14	-12	-11	-10	-9	-	5	-	-5	-	-	5
Artifact	No	No	No	No	-	-9	-5	-4	-4	No	-	5
Tomb Itself	-50	-40	-40	-10	-9	-9	-1	-1	-1	-30	30	45
Guardian	-31	-25	-25	-20	-20	-	10	10	-	-20	30	40

In using the above chart first roll a 12 sided die to see what is buried in the tomb. Then roll for each of the 9 items using the charts given below. For each item check the row to add, subtract, or leave alone the resulting percentile roll. The pair Factor stands for more than one being buried in the tomb, for example: 2 brave fighters that killed each other in battle. The mated pair stands for a husband and wife type tomb not necessarily a human type. Using this system and the rest of the charts it is easy for the judge to make up many of these tombs for his castle or outdoor map. When going over the possible 100% total just assume that you rolled a 100 and roll again without the bonus given for the person in the tomb. If the number rolled totals less than 0% just assume you have a 01% roll. The 12th factor (being) refers to a intelligent creature whose followers thought enough of it to place it in a special crypt of honor. Finally to all those critics who loudly clamor that there is too much of a chance for treasure and goodies in these tombs, I point out that anyone that goes to the trouble of making a tomb for any dead person will logically have a higher percentage of good things to put in that tomb.

Gold Pieces

1-50%	1-100 pieces
51-60	1-100 (x 2)
61-70	1-6 Thousand
71-80	1-12 Thousand
81-90	1-20 Thousand
91-99	2-40 Thousand
100	100,00 Thousand roll again

Magic Item

1-50%	None
51-60	Sword
61-70	Armor
71-80	Misc. Weapon
81-90	1-6 Potions
91-99	Ring
100	Good Misc. Magic item. roll again

Maps

1-80%	None
81-100	Judges option as to what map contains.

Gems

1-50%	1-6 base 100
51-60	1-6 base 500
61-70	1-8 base 500
71-80	1-12 base 500
81-90	1-12 base 1,000
91-99	1-6 base 5,000
100	1-20 base 10,000 roll again

Jewelry

1-50%	1-6 base 500
51-60	1-6 base 1,000
61-70	1-6 base 5,000
71-80	1-6 base 10,000
81-90	1-6 base 20,000
91-99	1-6 base 30,000
100	1-20 base 50,000 roll again

Misc. Magic Item

1-60%	None
61-70	Table I of Greyhawk
71-80	Table II of Greyhawk
81-90	Table III of Greyhawk
91-99	Table IV of Greyhawk
100	Table V of Greyhawk roll again

Special Item

1-85%	None
86-100	Any item of the judges own manufacture.

Guardian

1-30%	None
31-50	Magic spell (wizard lock, curse, etc.)
51-80	Invisible stalker(s) 1-4
81-99	Creature from the 6 level monster chart
100	A stronger monster in the tomb and roll again for another guard.

Artifact

1-90%	None
91-100	A judge made object of great power

Tomb Itself

1-40%	1 room/cave/mound of dirt
41-50	Hall with spring trap of some type and a secret door at the end of it.
51-60	a 2-6 room/cave complex with many doors leading to other areas trying to lure the robbers away.
61-80	1-10 rooms/caves with a secret door to the tomb and 1-10 traps in the rooms.
81-90	1-10 rooms with 1-20 corridors, with 2-20 traps guarding the rooms and tombs and a secret door.
91-99	1-10 connecting rooms with traps, secret doors, and magical guard spells (wizard locks, symbols, etc,) guarding the way.
100	1-20 rooms with traps, secret doors, and a being guard. It requires special word to open the final door to the tomb. The word should not be found in the tomb.

Halflings, Dwarves, Clerics & Thieves in *Dungeon!*

AND A PAIR OF NEW TREASURES AND SOME NEW MONSTERS TO MAKE THE POT SWEETER

by Gary Gygax

In order to add a new dimension to the character types in DUNGEON! we have added the **Dwarf** and the **Cleric.** The former is in the strength category of the Elf and the Hero; the latter is designed to compete with the Superhero and Wizard. In playing we have found that both new types are viable and have about the same chance as the others to win if they are played properly. For six-player games of DUNGEON! it is highly recommended that each player must operate as one of the six types, allowing no two of the same type on the board.

THE DWARF: The Dwarf fights as an Elf, so simply use that score on each monster card which applies to the Elf when combatting monsters. Likewise, the Dwarf needs 10,000 gold pieces to win. Although the Dwarf does not open secret doors any better than a Hero (a roll of 1 or 2), he does detect and remove **traps** easily. Therefore, whenever a Dwarf enters a space containing a Trap he simply puts it in the discard pile, ignoring the results of the trap, and freely picking up any treasure thereunder.

THE CLERIC: It will be necessary to add two types of spells for clerical use: "**Hold**" — this spell causes the monster it is thrown upon to defend at —2 (add +2 to the dice roll of the cleric), and in addition the monster does not get a dice roll in the event that the Cleric fails to kill the monster when he combats it. "Transference" — simply use the Wizard spell of this type unless there are several playing in the game in which case additional cards will have to be made up. The Cleric fights as a Hero except against **undead** (skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, and vampires) and EVIL HEROES, EVIL SUPERHEROES, WITCHES, and EVIL WIZARDS. In the latter cases he fights as a Superhero. Also, although the Cleric **cannot** ambush others, he may be ambushed, but if he is ambushed he fights as a Superhero. The Cleric may take a maximum of four spells at any time, Hold and/or Transference in any combination. He may replenish spells just as a Wizard does. When rolling on the PLT table the Cleric treats "Seriously Wounded" as a retreat of 1 space and a prize loss, and he does lose a turn. In all other cases he cannot be wounded or lose a turn but he can be killed or lose prizes. The Cleric needs 20,000 gold pieces to win.

New Prize Cards: With the new characters it is suggested that the following new prizes be added:

BOOTS OF SPEED: Amend the lowest value Third Level Prize Card to read: "BOOTS OF SPEED — Increase movement from5 to 6 spaces per turn!"

MAGIC ARMOR: Amend the lowest value Fifth Level Prize Card to read: "MAGIC ARMOR — When rolling on the PLT add +1 on rolls of 2-6, —1 on rolls 8-10 and 12, rolls of 7 or 11 not affected. Additional value: 1,500 Gold Pieces.

New Monsters: Simply amend existing monsters as indicated below in order to make the game more interesting. The numbers following the name of the new monster correspond to the numbers shown on the card for **Lightning, Fire Ball, Wizard, Superhero, Hero** and **Elf.**

FIRST LEVEL —
On **Skeleton** card: **Zombie** 3, 3, 7, 4, 5, 6.
On **Hobgoblin** card: **Orcs** 5, 2, 6, 4, 6, 4.
On **Giant Lizard** card: **Anti-Magic Trap!** "All magic and spells gone!"

SECOND LEVEL —
On **Hobgoblin** card: **Gnolls** 4, 4, 7, 5, 8, 6.
On **Hobgoblin** card: **Harpy** 3, 3, 5, 6, 7, 7.
On **Giant Spider** card: **Owl Bear** 4, 4, 9, 4, 6, 7.

THIRD LEVEL —
On **Ogre** card: FIREBALL TRAP! "Roll on PLT, 7=8, 11=10. Prizes lost are destroyed!"
On **Werewolf** card: **Evil Priest** 7, 7, 8, 6, 7, 8.
On **Mummy** card: **Wight** 10, 5, 7, 6, 8, 9.

FOURTH LEVEL —
On **Evil Superhero** card: **Manticore** 6, 6, 11, 9, 10, 11.
On Troll card: **Wyvern** 8, 8, 9, 8, 10, 10.
On **Mummy** card: **Wraith** 6, 6, 8, 8, 9, 10.

FIFTH LEVEL —
On **Green Slime** card: **Fire Elemental** 5, —, 12, 9, 10, 12.
On **Troll** card: **White Dragon:** 10, 5, 12, 9, 11, 12.
On **Giant** card: **Spectre** 8, 8, 9, 7, 9, 11.

SIXTH LEVEL —
On **Vampire** card: **Demon** 9, —, 11, 10, 12, —.
On **Purple Worm** card: **Basilisk:** 10, 8, 12, 10, 12, 12.
On **Blue Dragon** card: **Earth Elemental** —, 6, —, 9, 11, —

If you do not wish to actually mark up the monsters simply put an "X" on a corner of the face, and then a code number to indicate which new monster it is. Have fun!

We have found the game, DUNGEON!, to be most enjoyable when each participant plays a different piece. Thus, with the standard game, four makes the best match, and when the **Dwarf** and **Cleric** pieces are added six persons are able to play different pieces. (For details of these pieces see STRATEGIC REVIEW, Vol. II, No. 1, February 1976.) With the desirability of adding still more diversity to the game, as well as the desirability of allowing for up to eight different strategies to be played, the following two new pieces were incorporated. Subsequent games have shown both the Halfling and Thief are viable competitors against the standard types, as well as against the two optional pieces mentioned above.

THE HALFLING: The Halfling piece moves only four spaces per turn. The Halfling fights as either a Hero or an Elf, **whichever has the higher score to beat the particular monster**, and when rolling on the PFT a score of 11 is treated as a 6 or 8 score. However, the Halfling is able to arm himself with seven **missiles.** Halfling missiles are treated as spells with regard to combat, viz. there is no PLT roll if the Halfling fails to kill the monster. The missile adds +2 to the Halfling's dice score. As with a spell, he must indicate he is using a missile (any unused spell card will suffice), and missiles may be regained in the same manner as are spells, one per turn at the "Start" space. Halflings are able to open Secret Doors on a die roll of 1-3. They ignore Traps just as a Dwarf does. The Halfling needs at least 10,000 Gold Pieces in Prizes to win.

THE THIEF: The Thief piece is able to move six spaces per turn. It fights as a Hero, but on all attacks which are non-sequential upon the same monster the Thief adds +1 to his dice roll score (due to stealth and surprise), and if he fails to kill the monster the Thief ignores all PLT dice scores except 2 (he hides in the shadows to escape the monster or climbs out of its reach). If he ever attacks the same monster in two consecutive turns he loses all of the above benefits and fights exactly as if he were a Hero. On any attack score of 12 it is assumed the Thief has stolen the Prize without combatting the monster, and he may then take a bonus move of up to 3 spaces, but he may not engage in another combat. The Thief opens Secret Doors on a die roll of 1 or 2. All Traps, except those which transport him to a Chamber one level lower, are ignored by the Thief. In order to win the Thief must accumulate Prizes at least equalling 30,000 Gold Pieces value.

Statistics Regarding Classes: (Additions) — BARDS

by Doug Schwegman

INTRODUCTION

. . . I believe it is a logical addition to the D & D scene and the one I have composed is a hodgepodge of at least three different kinds, the norse 'skald', the celtic 'bard', and the southern european 'minstrel'. The skalds were often old warriors who were a kind of self appointed historian whose duty was to record the ancient battles, blood feuds, and deeds of exceptional prowess by setting them to verse much like the ancient Greek poets did. Tolkien, a great Nordic scholar, copied this style several times in the **Lord of the Rings** trilogy (for example Bilbo's chant of Earendil the Mariner). *The Celts, especially in Britain, had a much more organized structure in which the post of Barbs as official historians fell somewhere between the Gwelfili or public recorders and the Druids who were the judges as well as spiritual leaders. In the Celtic system Bards were trained by the Druids for a period of almost twenty years before they assumed their duties, among which was to follow the heroes into battle to provide an accurate account of their deeds, as well as to act as trusted intermediaries to settle hostilities among opposing tribes. By far the most common conception of a Bard is as a minstrel who entertained to courts of princes and kings in France, Italy and parts of Germany in the latter middle ages. Such a character was not as trust worthy as the Celtic or Nordic Bards and could be compared to a combination Thief-Illusionist. These characters were called Jongleurs by the French, from which the corrupt term juggler and court jester are remembered today . . .*

. . . I wanted to put the Bard into perspective so that his multitudinous abilities in Dungeons and Drageons can be explained. I have fashioned the character more after the Celtic and Norse types than anything else, thus he is a character who resembles a fighter more than anything else, but who knows something about the mysterious forces of magic and is well adept with his hands, etc.

A Bard is a jack-of-all-trades in Dungeons and Dragons, he is both an amateur thief and magic user as well as a good fighter. He is supposedly able to extract himself from delicate situations through the use of diplomacy, but since this does not always work he is given the innate ability to charm creatures. A Bard has the thieving abilities of a thief one half his level rounded off to the lower level, thus a Bard 11th level would have the abilities of a 5th level thief. Elves, Dwarves, and Halflings may be Bards but cannot progress beyond the 8th level (Minstrel). Elves receive an extra 5% on their charm and lore scores and receive all the extra benefits of an elven thief. Dwarves and Halflings reveive only their additional thieving benefits. A Bard may use any weapon and for purposes of hit probability he advances in steps based on four levels like clerics. For purposes of saving throws they are treated like clerics as well.

The percentage listed under charm on the Bard's statistics table reflects the percentage chance a Bard has, at each level, of mesmerizing any creature that can hear his song. However, creatures of more than three hit dice, and men types (Elves, Dwarves, Hobbits, etc.) of 5th level or greater, have a higher resistance to the Bard's charm. For every hit die above three a creature, monster, etc., has, subtract 5% from a Bard's chances of mesmerizing it. Likewise, for every level above 4th, men subtract 5% from a Bard's chances of mesmerizing them, and a Monk subtracts 10% for every level he has attained from the Bard's chances. Certain monsters have an especially high resistance to the Bard's charm, like undead, who subtract 10% off the Bard's chances of charming them for every hit die they possess, and Balrogs, who have a 200% resistance to the Bard's charm. However, in some cases a Bard's song may be very helpful, as in the case of the harpies' song, which the Bard can negate by playing. Some monsters even consider a Bard to be a great treasure and many legends are told of Dragons who refused to let Bards stop playing their restful melodies . . . A Bard may attempt to use his charm once per day per level. When a Bard attempts to use his charm he rolls percentile dice once and all those creatures within hearing distance (app. 60 ft.), except the Bard's own party, whose adjusted charm scores are equal to or greater than the number rolled are mesmerized. While a creature is mesmerized by a Bard it does nothing but listen to the Bard play, however, if it is distracted (by a loud noise, etc.) or if it is attacked the charm is broken. Other things affect the Bard's ability to charm; for example, if the creatures were previously enraged or if they are particularly hungry, etc., the chances of charming them may be slightly reduced. While a Bard has the creature mesmerized he may attempt to implant a suggestion in the creature's subconscious, these should be relatively simple suggestions in the case of low intelligence creatures, the complexity of the suggestion being allowed to increase with increasing intelligence of the charmed creature, in all cases it is wise to follow the guidelines of the third level magic user's spell 'suggestion' and saving throws are always applicable versus the Bard's suggestion. If a creature makes its saving throw from a Bard's suggestion (save as vs. magic) then it will immediately realize what has happened and more than likely attack the party. A Bard receives experience points for charming and suggesting according to the hit dice of the oppoent (treat as an assist in most cases).

A Bard's Lore percentage reflects the Bard's knowledge of legends, magic, etc. This is the percentage change a Bard has of telling what certain objects are, what they do, their properties, purposes, etc. This percentage also reflects his knowledge of locales and legends outside of the dungeon; the referee must decide which places and legends a Bard would have a chance of knowing on the outdoor maps. A Bard's Lore percentage is especially accurate inside the dungeon for reflecting a Bard's chances of successfully delineating the properties of any weapon (its intelligence and ego if any and its 'pluses' etc.) and for correctly doing this a Bard receives additional experience points (generally 100 pts. for every point of intelligence and ego as well as pluses to hit). Note that a Bard does not have to draw or use the weapon to tell its intelligence, alignment, etc., since his knowledge of the weapon comes from legends and his experience in recognizing various types of weapons and armor, both magical and non-magical, as well as his excellent knowledge of magical runes. When a Bard attempts to describe the purposes of an artifact or misc. magic item his chances of success are at least halved, especially when it comes to items that the Bard himself cannot use. Not even the highest Bard can tell any of the books apart, and only a Master Bard will have any chance of telling the different kinds of necklaces and scarabs apart, although almost any Bard has a good chance of identifyiny a cursed spear of back biting or a shield of missile attraction when he sees one.

In regard to magical items, a Bard may not use any wand, staff, or rod other than those usable by Thieves and Fighters or every class. In regard to miscellaneous magic a Bard may use anything a Fighter or Thief may use or those items employable by all classes. Certain miscellaneous magical items work better in the hands of a Bard, for example a Lyre of Building negates the effects of a horn of blasting for 12 turns and acts as if 200 men had laboured for one week when a Bard plays it. Pipes of the Sewers will call 1-100 giant rats in 1-3 turns whena Bard plays them. Since Bard's are a mixture of several classes (though they belong mainly to the class of fighters) they may benefit from many books, thus a manual of stealthy pilfering would give a Bard ¼ of the experience points needed to reach the next level, the proper Libram would award ½ of the experience points needed for the next level, and a manual of Puissant Skill at Arms would award ¾ of the points needed to gain the next level of experience. As far as damage from books goes Bards are treated as fighters. Bards may not use fighter's potions; however, they may read scrolls due to their vast knowledge of magical runes. All defensive pluses (i.e. rings of protection, etc.) subtract 5% from the Bard's chances of charming creatures.

Bards are basically neutral in nature though they may be lawful or chaotic. If a Bard decides to become lawful he will lose his thieving abilities. Bards and Druids are closely connected and since they both belong to the same sect each must aid the other if they are in need. Bards are usually wanderers and do not like to settle down, for this reason only a Master Bard may build a castle, other Bards are expected to find short time employment or lodgings in return for their songs and legends. Bards are extremely quick at picking up languages, customs, etc., and have a vast knowledge of cults, religions, and legends. Thus Bards are allowed to speak as many different languages as their intelligence score. Bards are limited to chainmail or leather armor. If a Bard chooses to wear chainmail his chances of climbing walls and moving silently are reduced to zero. Note also that a Bard does not receive +4 to hit from behind or ×2 on damage.

Bard's Name	College	Dice 6 sides	MU Spell Dist. 1	2	3	4	5	6	7	Charm	Lore	Exp. Pts.
Rhymer	—	1	-	-	-	-	-	-	-	10%	10%	0
Lyrist	Fochlucan	2	1	-	-	-	-	-	-	20%	20%	1,000
Sonateer	Fochlucan	3	1	-	-	-	-	-	-	30%	30%	4,000
Skald	Fochlucan	4	2	-	-	-	-	-	-	40%	40%	9,000
Racaraide	Mac-Fuirmidh	5	3	-	-	-	-	-	-	50%	50%	16,000
Jongleur	Mac-Fuirmidh	6	3	1	-	-	-	-	-	60%	60%	25,000
Troubador	Mac-Fuirmidh	7	4	1	-	-	-	-	-	70%	70%	50,000
Minstrel*	Doss	8	4	2	-	-	-	-	-	80%	80%	100,000
Muse	Doss	9	4	2	-	-	-	-	-	90%	90%	150,000
Lore Master	Doss	10	4	2	1	-	-	-	-	100%	100%	200,000
Bard	Canaith	10+1	4	2	1	-	-	-	-	110%	110%	250,000
Master Bard	Canaith	10+2	4	2	2	-	-	-	-	120%	120%	300,000
Mstr. Bard 13	Canaith	10+3	4	3	2	-	-	-	-	130%	130%	400,000
Mstr. Bard 14	Cli	10+4	4	3	2	1	-	-	-	140%	140%	500,000
Mstr. Bard 15	Cli	10+5	4	3	3	1	-	-	-	150%	150%	600,000
Mstr. Bard 16	Cli	10+6	4	3	3	2	-	-	-	160%	160%	700,000
Mstr. Bard 17	Anstruth	10+7	4	3	3	2	-	-	-	170%	170%	800,000
Mstr. Bard 18	Anstruth	10+8	4	3	3	2	1	-	-	180%	180%	900,000
Mstr. Bard 19	Anstruth	10+9	4	4	3	2	1	-	-	190%	190%	1,000,000
Mstr. Bard 20	Ollamh	10+10	4	4	3	3	2	-	-	200%	200%	1,100,000
Mstr. Bard 21	Ollamh	10+11	4	4	4	3	2	-	-	210%	210%	1,200,000
Mstr. Bard 22	Ollamh	10+12	4	4	4	3	3	-	-	220%	220%	1,300,000
Mstr. Bard 23	Ollamh	10+13	4	4	4	4	3	-	-	230%	230%	1,400,000
Mstr. Bard 24	Ollamh	10+14	4	4	4	4	4	1	-	240%	240%	1,500,000
Mstr. Bard 25	Ollamh	10+15	5	5	4	4	4	2	1	250%	250%	1,600,000

* Highest Level a Dwarf, Halfling, or Elf can attain

As a Bard progresses upwards he collects followers to follow him on his journeys, these wayfarers often become his loyal servants. Therefore a Bard of the degree of Fochlucan usually has two first level followers, a Bard of Mac-Fuirmidh has one second level and two first level followers, and two second levels, a Canaith Bard has three first, two second and one third level followers, a Bard of Cli has three first, three second and two third level followers, a Bard of the Anstruth degree is attended by three first level, three second level, three third level and three fourth level followers, a Bard of the Doss degree is accompanied by two first level followers, and a Bard of the esteemed Ollamh degree is attended by four servants of each level from first level to sixth level. These servants do not have to be paid, however when one dies he is never replaced. A Bard uses the following table to determine his followers:

01-30 Bard 31-55 Druid 56-75 Fighter 76-90 Thief 91-99 Magic User
00 Roll twice ignoring 00.

These characters have +3 loyalty and their characteristics should be determined. Note that if a Bard occurs, he himself will not have any followers. It is unnecessary to keep track of experience points for these servants since first level servants become second etc. as a Bard progresses through the colleges of Bard's.

To become a Bard a character must have at least an average strength and intelligence. Below average dexterity reduces the Brd's thieving abilities by ½. A Bard must also have an above average charisma, for every point above 14 a Bard adds 5% to his charming abilities.

Barding Harps

Barding harps are rare magical items which aid a bard on his long and dangerous adventures. There are five types of Barding harps, one on each of the miscellaneous magic tables.

TABLE 1 Fochlucan Harp: This harp adds 10% to a bard's chance of charming a creature. In addition to this it has three songs. The first of these and most powerful is its song of protection from evil which is equivalent to the third level spell. The second song is one of defense which casts a shield around the bard and is like the first level spell 'shield'. The last song casts a circle of light around what ever the bard desires (the party, an object, etc.) and is equivalent to the second level magic user's spell 'continual light'. This harp can only be played by a bard of the fochlucan college or higher, a first level bard who attempts to play the harp will take from 1-10 points of damage. The songs of this harp are playable only once per day by the bards of the Fochlucan college, for each additional college above this a bard is able to play the songs one more time per day.

TABLE 2 Mac-Fuirmidh Harp: This harp adds 20% to a bard's chances of charming a creature and also possesses the three songs of the Fochlucan Harp. In addition to this the harp has two more songs. The first of these turns the bard invisible and keeps him so until he stops playing. In this state he may still be located by the sound of his harp though the sound appears to come from nowhere; this makes the bard very hard to hit and baffles stupid creatures. The second song enables a bard to strengthen fighters and is like the second level strength spell except that it lasts as long as the bard has strength to keep playing, the spell is broken when the bard stops or is stopped by interruption, The Mac-Fuirmidh Harp is playable only by bards of the Mac-Fuirmidh college or higher, its songs, like the other barding harps, are playable but once per day unless a bard is of a higher college whereupon he may play the songs of this harp once more per day for every higher college he has attained. Note that a Mac-Fuirmidh bard would be able to play the harps first three songs (shield, protection/evil, and light) twice per day. A bard who is lower than the MacFuirmidh college who tries to play the harp will suffer 2-20 points of damage.

TABLE 3 Doss Lyre: This Lyre adds 30% to a bard's chance of charming creatures and has all the abilities of the Mac-Fuirmidh Harp as well. In addition to this the lyre has two special songs. The first song enables the bard to fly up to the limitations of the third level spell 'fly' with the exception that it lasts as long as the bard is able to play. The faster or the higher a bard tries to fly the quicker he becomes tired. Generally, a bard is only able to keep up maximum speed or very high altitudes for as many turns as his level; after this a roll of a 1-4 on a six-sided die indicates the bard has collapsed, unconscious from his efforts. The second song of the lyre is equivalent to the third level dispell magic spell in which the bard ratios his level over the level of the caster to determine his chance of success. These two songs are playable but once per day unless the bard is of a higher college than Doss. A bard of the college of Doss with this harp could use each of the first three songs three times per day, the next two songs (invisibility and strength) twice each per day. A bard of a lower college than Doss who attempts to play this lyre will suffer from 6-36 points of damage.

TABLE 4 Canaith Lyre: This lyre adds 40% to a bard's chance of charming creatures and has all the abilities of a Doss Lyre. In addition it has two special songs. The first song is like the fourth level 'confusion' spell. The second is like the fourth level 'fear' spell. In addition to this the lyre has a healing song which when played can heal the listeners from 2-12 points of damage, this song is playable once per day only regardless of a bard's higher levels. A bard of a college lower than Canaith who attempts to play the Lyre will suffer between 6-48 points of damage.

TABLE 5 Cli Mandolin: This Mandolin adds 50% to a bard's chance of charming creatures and has all the abilities of a Canaith Lyre. In addition to this it has the power of telekinesis, contains one elemental, and can heal better than the Canaith Lyre, being able to heal from 3-18 points of damage. (Note that this is the only healing it can do; the abilities of the Canaith Lyre are not accumulative in this Mandolin; that is, it does *not* heal 2-12 *and* 3-18 from those who listen to its song. This Mandolin also has a song of fire which is like the fourth level spell and can remove curses like the fourth level spell. For each college above Cli a bard can use these two spells once more per day. A Bard of a lower college than Cli who attempts to play this Mandolin will suffer from 6-60 points of damage.

It is important to note that a bard cannot tell two barding harps apart for all of the above instruments have powerful enchantments laid upon them so that they all appear as harps and until a bard attempts to play them he does not know what type of instrument it might be, nor what college it is from, for only a wish could reveal this information.

The Original Ranger Class

AN EXCITING NEW DUNGEONS & DRAGONS CLASS
by Joe Fischer

Rangers are a sub-class of Fighting Men, similar in many ways to the new sub-class Paladins, for they must always remain Lawful or lose all the benefits they gained (except, of course, experience as a fighter). Strength is their Prime Requisite, but they must also have both Intelligence and Wisdom scores of at least 12 each, and a Constitution of at least 15. The statistics regarding Rangers are:

Rangers	Experience Points	Hit Dice*	Spell Ability**
Runner	0	2	Nil
Strider	2500	3	Nil
Scout	5000	4	Nil
Guide	12000	5	Nil
Pathfinder	25000	6	Nil
Warder	50000	7	Nil
Guardian	100000	8	Nil
Ranger-Knight	175000	9	Cleric, 1st Level
Ranger-Lord	275000	10	+Magic-User, 1st Level
Ranger-Lord, 10th	550000	10 +2	+Cleric 2nd Level
Ranger-Lord, 11th	825000	10 +4	+Magic-User 2nd Level
Ranger-Lord, 12th	1100000	10 +6	+Cleric 3rd Level
Ranger-Lord, 13th	1375000	10 +8	+Magic-User 3rd Level

*either with the standard system or the alternate system which allows fighters 8-sided dice

**spell progressive is as follows: when only 1st Level are usable, then only one spell is usable, when 2nd Level spells can be taken then the R-L gets 2 1st Level and 1 2nd Level, and at 3rd Level it is 3, 2 and 1 respectively.

Until they attain the 8th level (Ranger-Knight) characters in the Ranger class are relatively weak, for they have a number of restrictions placed upon them. These restrictions are:

- They may own only that which they can carry with them, and excess treasure or goods must be donated to a worthy cause.
- They may not hire any men-at-arms or other servants or aides of any kind whatsoever.
- Only two of the class may operate together.

Advantages which accrue to low-level Rangers are:

+They receive no regular bonuses for advancement due to ability, but they automatically gain 4 experience points for every 3 earned.

+They have the ability to track the path of most creatures when outdoors, and even in dungeons they are often able to follow:

Monster's Action	Regular Needs to Track
goes down a normal passage	01 - 65
goes through a normal door	01 - 55
goes through a trap door	01 - 50
goes up/down a chimney	01 - 40
goes through a secret door	01 - 30

The ranger so tracking must have observed the monster no more than six turns previously when in dungeon situations. On the outdoor he has a basic 90% chance of following a trail, with a 10% reduction for every day old the signs are.

Because of their ability to track Rangers also are difficult to surprise, requiring a roll of 1 instead of 1 or 2.

All Rangers gain a special advantage when fighting against monsters of the Giant Class (Kobolds - Giants). For each level they have gained they add +1 to their damage die against these creatures, so a 1st Level Ranger adds +1, a 2nd Level +2, and so on.

Upon reaching the 8th and higher levels, Rangers begin to accrue a number of advantages besides the use of spells already indicated.

+From 2-24 followers will join the character as soon as 9th level is attained by him. These followers are detailed later.

+Ranger-Knights are able to employ magic items which heal or cure disease, including scrolls.

+Ranger-Lords are able to employ all devices which deal with Clairvoyance, Clairaudience, ESP, Telepathy, Telekenesis, and Teleportation, including scrolls.

Drawbacks which apply to the 8th and higher levels are:

- The 4 experience points for every 3 earned bonus is lost.
- Followers who are killed cannot be replaced, although regular mercenaries can be.
- As already mentioned, if a Ranger turns Neutral or Chaotic he loses all benefits of the class, becoming an ordinary Fighting Man.

Special Followers: For each of the 2-24 followers the Ranger gains a dice roll must be made to determine what the follower is. Further dice rolls to determine type, class, and/or level will also be necessary.

Type		Class (Men Only)	
01 - 60	Man	01 - 50	Fighter
61 - 75	Elf or Half-Elf	51 - 75	Cleric
76 - 90	Dwarf	75 - 95	Magic-User
91 - 99	2 Hobbits	95 - 00	Thief
00	Extraordinary (see below)		

Multi-Class (Elves Only)		Level of Ability (Roll for each)	
01 - 50	Fighter	01 - 50	2nd Level
51 - 75	Fighter/Magic-User	51 - 65	3rd Level
76 - 90	Magic-User	66 - 80	4th Level
91 - 00	Fighter/Magic-User/Thief	81 - 90	5th Level
		91 - 99	6th Level
		00	7th Level

Extraordinary Followers

01 - 20	Ranger, 3rd - 7th Level
21 - 40	Lawful Werebear
41 - 55	2 Unicorns
65 - 70	Pegasus
71 - 80	Hill Giant
81 - 90	Stone Giant
91 - 99	Golden Dragon
00	Take two rolls ignoring any 00's which might compe up

Where not otherwise specified Rangers perform as Fighting Men. They may build strongholds. In all cases the Ranger will prefer Lawful to Neutral types.

WIZARD RESEARCH RULES

by Charles Preston Goforth, Jr.

The following rules are designed to supplement the research rules found in *Men & Magic* at 6-7 and *The Dragon*, Vol. 1, No. 2, Aug. 1976, at 29. These rules have been playtested in the "Kingdom of Blake" game at the Historical Simulation Society in Charlottesville, Virginia, for over a year, real time, or over nine years, game time.

1. New spells (spells not found in existing rules) or spells which are initially unknown due to the "Intelligence" rules set out in Greyhawk at 7-8 may be researched by any level magic user, cleric, or healer at the following cost:

SPELL LIST	CHANCE OF SUCCESS	TIME REQUIRED	GOLD PIECE INVESTMENT
1st	20%	1 week	2,000
	100%		10,000
2d	20%	2 weeks	4,000
	100%		20,000
3d	20%	3 weeks	8,000
	100%		40,000
4th	20%	4 weeks	16,000
	100%		80,000
5th	20%	5 weeks	32,000
	100%		160,000
6th	20%	6 weeks	64,000
	100%		320,000
7th	20%	7 weeks	128,000
	100%		640,000
8th	20%	8 weeks	256,000
	100%		1,280,000
9th	20%	9 weeks	512,000
	100%		2,560,000
10th	20%	10 weeks	1,024,000
	100%		5,120,000

A magic user, cleric, or healer doing research on this chart may only do research at those spell levels in which (s)he possesses spells due to level and experience points.

2. A spell to **permanently** increase one stat. (strength, intelligence, wisdom, dexterity, constitution, charisma, or beauty) and to have that stat. treated in every way as if it had been initially rolled up at that higher level may be researched from the following chart. However, the spell may only be used once per stat. per character (including all clones). These spells may not be combined between different magic users, or by the same magic user throwing the spell twice, or throwing different spells designed to raise the same stat., to increase the same character's specific stat. more than once.

SPELL LIST	INCREASE IN STAT.
7th	1
8th	1-2
9th	1-3
10th	1-4
11th	1-5
12th	1-6
13th	1-7
14th	1-8
15th	1-9
16th	1-10
17th	1-11
18th	1-12

3. Only wizards, patriarchs, witches and matriarchs (The Dragon, Vol. 1, No. 3, Oct. 1976, at 7-10) may create or change magic items through research. Normal research involves making or changing the magic item over a period of time while the item is placed inside of a magic furnace. It is necessary to throw gold pieces or other items of value into the furnace during the research.

4. Any weapon, shield, armor, or indeed anything else, can be enchanted to +1 in 2 months for 2,000 gold pieces.

5. Serious enchanting is the process by which weapons, shields, and armor above +1 can be produced. Serious enchanting requires 10 months and the investment of 10,000 gold pieces. When seriously enchanting a weapon (of any type) use the rules for determining swords found in Monsters & Treasure at 27-31 and Greyhawk at 40-41, but substituting the following table for the table in Greyhawk.

01-03	Cursed Weapon of Backbiting +1
04-06	Cursed Weapon of Backbiting +2
07-09	Cursed Weapon of Backbiting +3

10-25	+1 Weapon
26-29	+2 Weapon
30	+3 Weapon
31	Weapon of Slaying
32-34	+2 Weapon
35	+1 Weapon, +2 vs. Lycanthropes
36-38	+1 Weapon, +2 vs. Magic-Users and Enchanted Monsters
39-41	+1 Weapon, Locating Objects Ability
42-45	+1 Weapon, +2 vs. Goblins & Kobolds
46-47	+1 Weapon, +2 vs. Orcs, Goblins & Kobolds
48-50	+1 Weapon, +3 vs. Trolls (Clerics)
51	Weapon of Speed (+3 on initiative dice)
52-55	+1 Flaming Weapon, +2 vs. Trolls (Pegasi, Hippogriffs, & Rocs), +3 vs. Undead (Ents)
56-58	+1 Weapon, Wishes Included (2-8 Limited Wishes)
59	+1 Weapon, Wishes Included (2-8 Full Wishes)
60	+1 Weapon, +5 vs. Druids, Monks, Psychics, Healers, Samurai, Idiots, and Jesters
61-65	+1 Weapon, +3 vs. Dragons
66	+1 Weapon, +5 vs. Player Characters
67	+2 Weapon
68	+3 Weapon
69-70	+2 Weapon, Charm Person Ability
71-72	+3 Weapon
73	+2 Weapon, Nine Steps Draining Ability
74	+3 Weapon, One Life Energy Draining Ability
75	+4 Weapon
76	+5 Holy Weapon
77-78	+3 Weapon of cold, +5 vs. Fire Using/Dwelling Creatures (Including Magic Users Employing Fire or Fire-like Spells)
79-82	+2 Dragon Slaying Weapon
83	-1 Cursed Weapon
84-89	-2 Cursed Weapon
90	-3 Cursed Weapon
91	-4 Cursed Weapon
92	-5 Cursed Weapon
93	+3 Weapon, 6" Throwing Range with Return
94	Roll Twice For Weapon
95	Weapon Like Sword of Kas *(Eldritch Wizardry* at 41)
96	Weapon Like Mace of Cuthbert *(Eldritch Wizardry* at 41)
97	Dancing Weapon
98	Weapon of Sharpness (Use the Samurai Critical Blow table at *The Dragon,* Vol. 1, No. 3, Oct. 1976, at 25, for damage done when 19 or 20 rolled on the attack dice.)
99	Weapon of Disruption
00	Vorpal Weapon

If a curse or a purpose is rolled up, the person doing the research may name and define it. When seriously enchanting armor (of any type) or shields, use the table in *Greyhawk* at 42.

6. Spell embedment is the process which the researcher can use to embed (place) any spell which (s)he knows in any enchanted object at the same cost as learning that spell through research. See rule number 1.

7. Already enchanted objects may *not* be re-enchanted, but new spells may be embedded in them. Spells may be removed at the same cost as embedding the spell.

8. Rules for the manufacture of scrolls appear in *Men & Magic* at 7.

9. Rules for the manufacture of potions appear in *The Dragon,* Vol. 1, No. 2, Aug. 1976, at 29.

10. A researcher may enchant a duplicate of any magic item *except* scrolls, potions, rings containing spells, wands, weapons, shields and armor. The list of items which may be duplicated includes (but is not limited to) all staves and rods and all gauntlets, bracers, and cloaks. Rings other than rings containing spells may be duplicated. For example: A wizard could use this process to duplicate a ring of spell storing, but without the spells stored in the original ring — the new ring would be empty. The cost of duplication is 10,000 gold pieces and ten months *times* the number of the Miscellaneous Magic Table (if any) where the item is found or (if the item is not found on any of the Miscellaneous Magic Tables) times one (1).

11. Enchanting rings and wands. Spells may be embedded in normal rings and wands or already magic rings and wands and staffs. Rings so made have unlimited charges, wands and staffs have 100 charges of the new spell.

12. Serious ring making. A Wizard may create a ring determined at random from all rings which do not contain spells (see 10.). Cost = 10,000 and 10 months.

13. True Ring Making. Cost = 10,000 and 10 months and 300,000 Experience Points. This ring controls all rings which were either made by the Wizard who made the true ring or physically touched to the true ring. The true ring wearer may read the thoughts of all persons/things wearing true rings. The wearer of the true ring has total knowledge of all properties of all controlled rings. The true ring will try to make its location known to its creator and return to him. The true ring wearer has total control of all ring creatures wearing controlled rings. When true rings touch through control of the same lessor ring they will struggle until one control is broken. When true rings touch, they will struggle until one is enslaved or destroyed. The only other method which can destroy a true ring is to consume it in the fire of the same magic furnace where it was created. The true ring will try to corrupt its wearer to the alignment of its maker. A true ring contains spells picked as for a human magician with the same number of experience points. The maker picks the spells. Stronger true rings may be created by adding more experience points. More gold or time makes no difference.

14. Wizard Blade Making. Cost = 10,000 and 10 months and 200,000 Experience Points. The Wizard may name the blade's level (+6 to -6) and roll one 8 sided die and choose that many properties from the following list: flaming, with a purpose, with another purpose, with a vorpal blade, with a curse, with another curse, of life draining, of sharpness, holy, dancing, of disruption. This sword may be used by any magic user or fighter or druid or (if and only if holy) lawful cleric. The sword will necessarily be the same alignment as the maker. It may only be destroyed in the fire of its creation. Larger rolls for properties: 300,000 Experience Points 12 sided die — 400,000 Experience Points 16 sided die — 500,000 Experience Points 20 sided die.

A Wizard Blade contains spells picked as for a human magician with the same number of experience points.

15. Rules 13 and 14 represent the ultimate enchantments — the creation of the *Eldritch Wizardry* class item by the player character. These are weapons "forged by more powerful forces for an express purpose." *Monsters & Treasure* at 30. The experience point cost drained into the weapon or ring permanently lost. Restoration will not restore the lost experience points. A clone which contains even one of the drained points must attempt to do away with the magic item or both the magic item and the clone will become insane. All Simulacrums in existence when the magic item is created are destroyed. Any attempt to evade this rule is taken as a personal insult by virtually everyone in *Gods, Demi-Gods & Heroes.*

16. Guesswork. A Wizard may tell the games master how much money, time, and experience points he has invested. The games master will then tell the player what he has ended up with.

17. A wizard up against the wall is a foe indeed — and this power born of desperation is reflected by The Sorceror's Memorial Enchanting In Distress Rules. These rules allow a wizard, witch, patriarch or matriarch to create any magic item without any expenditure of time or money. The wizard holds the item to be enchanted, speaks the Power Word of Distress, and bends his strength to the enchantment. Often, the blood flows from his hands. Always, he rolls one eight (8) sided die for hits. These are magical distress hits — they cannot be cured by time — or by healing spells. These hits can only be removed if the wizard spends *twice* the amounts of time and gold which would have been required to create the item normally on complete rest. Wizard Blades and True Rings may be created by this method. Since the wizard has the experience points at hand there is no additional experience point cost to make up in rest.

18. A wizard, witch, patriarch or matriarch can embed spells in distress. The wizard simply speaks the Power Word of Distress and drains one or more of his spells into the magic item. The item gains and the wizard loses the spell. Of course, the wizard can always relearn the spell, or pick up another to replace it, using rule 1.

19. A Wizard Blade or True Ring has an intelligence equal to the higher of (1) the prime stat. of its creator or (2) the number of levels that its creator lost as a result of its creation. The Wizard Blade or True Ring has an ego equal to its intelligence.

20. Any player character may sacrifice magic items to his or her gods in the hope that the god will reward him or her with aid, increased experience or perhaps increased stats. The magic item is consumed by the god and removed from the game. The gods may not answer, but this is a great way to keep your magic items out of enemy hands.

Witchcraft Supplement For Dungeons & Dragons

Its origins long since buried in the mists of time, the full story of witchcraft will never be told, but it is certain that it held deep roots in even the most humble and God fearing of ancient communities. The legendary powers and most secret wisdoms of its members could make an interesting (and lengthy) addition to anyone's fantasy campaigns. Their greatest contribution will be evident in the murky dungeons, where a single witch could make a corridor almost impassable, or an enticing treasure almost unreachable.

Since no witches appear on the wilderness encounter chart, assume on a die roll of 5 or 7 there will be witches present fifty-percent of the time, and the chart's indicated monster on the other fifty-percent (this implies two die rolls). The number of witches encountered will be a factor of terrain, as they were best suited to certain environments, and favored the woodlands and orchards most of all.

Witches will be either Lawful (35% of the time) or Chaotic (65%). If a group is found to be chaotic, the "Order" of every witch must be checked individually with a 12-sided die. A 1-8 implies membership in the Low Order, while 9-11 will indicate she has graduated to High Order, and a roll of 12 means she swears her allegiance to the forbidden Secret Order. Low and High Order witches will mix in a group like warlocks and wizards, but Secret Order witches are a radical strain, and will **never** accompany the other types. If the first die roll is not a 12, assume none of the rest may be a 12 either. Likewise, if the first roll is a 12, all witches present will be Secret Order.

The Secret Order witches are an exception to the table which follows. Secret witches are to be found in lairs 75% of the time; they may be found in ANY terrain (including water), and there will only be one regardless of their location. All other evil witches and the Lawful witches will comply with this table:

NUMBER APPEARING	ARMOR CLASS	MOVEMENT IN INCHES	HIT DICE	% IN LAIR	TREASURE
Mts., Desert: none Riv., Swamps: 2-4 Clear: 1-3 Towns, Woods: 2-13	8	9 on foot 24 on broom	4-7	Lawful Witch: 30% Chaotic Witch: 45%	See Notes

When in her lair, a witch will have available to her the use of every portable magic device in her hoard of magic items. The GM must determine what items are in the treasure, as it may affect the outcome of battle when the lair has been invaded.

WITCH MAGIC

Witchcraft, including those spells which resemble Clerical or wizard spells, will not effect Djinn, Efreet, or Clerics of any alignment. These 3 character types are immune to witchcraft.

All witches (except for a Priestess) have saving throws equal to warlocks. For your saving throws **against** witchcraft, treat all witch magic as a "spell" on the Saving Throw Matrix.

A good witch may normally perform 7 spells per day from the following table. There is, however, a 4% chance that any good (Lawful) witch encountered is ancient, thereby qualifying her as a Priestess. A Priestess may use the ten ordinary spells daily, and once each week may employ one of her own, more powerful spells. (Be sure to check every good witch encountered for category.)

WHITE WITCHCRAFT R = range of spell D = duration (# of turns)

Commune - Cure Light Wounds - Detect Evil - Continual Light - Hold person - Remove Curse - Neutralize Poison
These spells are identical to those of a Patriarch

Sleep - Locate Object - Clairvoyance - Detect Invisible - Invisibility - Polymorph Others - Protection from Normal Missles
These function as Magic-User spells of the same name

(none of the above magic will affect creatures immune to witchcr't.)

CALM R = 7" D = 6
All insects, animals, and man-types within range of the witch's spell will lose their will to fight. Even if engaged in life and death battle, combat will cease immediately.

SUMMON ELEMENTAL
The Elemental will have 12 hit dice, and will appear the turn **after** it has been summoned by the witch. If the witch loses her concentration, the elemental simply vanishes.

REJUVENATION R = 1"
Affects any one living creature, reducing the physical (game) age by five years. A lawful witch uses this spell to remain forever young and beautiful.

DISSIPATION R = 5"
With this spell, a witch may disperse any elemental, any cloud or mist, or any magic wall of stone, iron, ice, fire, thorns, or water (regardless of the level of the spell's caster).

COMFORT R = 2" D = 36 (6 hours)
From 1-10 recipients will feel no pain, heat, cold, fear, hunger, thirst, or exhaustion for 6 full hours. This does not negate damage due to poison, fire, weapons, etc., but it will benefit the recipient greatly; it adds +4 to morale, adds +1 to saving throws, eliminates need to eat or rest each hour, and neutralizes effect of fear wand, panic drums, sleep spells.

A Priestess has saving throws equal to an eleventh level wizard. She may daily perform any ten spells from the preceding table, and once each week may employ a single spell from the following list:

PRIESTESS WITCHCRAFT

CURE DISEASE (As with a Patriarch)

ANTI-MAGIC SHELL (As with a Wizard)

YOUTH Forty game years may be removed from the age of any single **living** (no undead) creature which is not immune to witchcraft. If desirable, twenty years may be taken from two living creatures, making each 20 years younger.

INFLUENCE Any one neutral or chaotic character touched by the witch's hand will be immediately converted to the Lawful persuasion on a permanent basis. This will not affect clerics or undead; use Hit Probability Matrix and common sense to determine if a "touch" has been made. It is **not** necessary to contact the target's skin.

BANISH ANY ONE CREATURE that is gravely threatening the life of the Priestess, whether it be undead, clerical, monster, man, or even another Priestess (regardless of alignment) may be instantly banished to hell with no saving throws. This spell is completely infallible and operates at any range and regardless of the precautions taken against it. Even creatures the witch cannot detect may be Banished, as long as they are threatening her life in a direct way.

ENCHANTMENT In a single day, any one item of magic from the list of rings, potions, misc. weapons, misc. magic items, or Table A or B witch items may be produced. No wands, staves, or scrolls may be created in this manner. If the Game Master considers a price offer fair, he will allow a player to "hire" the Priestess to make a particular item, but there are conditions. The player must be either Lawful or Neutral, he must pay in advance, and for the 24 hour period he employs her he is bound to protect the witch since she will be in a trade and unable to defend herself.

SEEK It has long been understood that a witch has access to unearthly sources of information. With this spell a Priestess may locate any single item, place, or creature (like a super-Locate Object spell) and visual its surroundings. She will be able to describe its location, and tell vaguely what part of the world and what kind of terrain it lies in. The closer she approaches, the more definite she can be of its exact location. She will perform this spell for any Lawful creature at the price of a magic item or 10,000 gold pieces, whichever seems more valuable, but the item that you seek must be described to her in great detail or she won't be able to detect it for you.

* * * BLACK WITCHCRAFT * * *

A Low Order witch may perform four Minor spells daily, while a High Order witch may use four Minor and two Major spells each day.

* indicates saving throws are not allowed
R = range in inches (spell may be cast this far from witch)
D = duration of spell or its effects in game turns

MINOR SPELLS
Commune - Detect Invisible - Infravision - Clairvoyance - Clairaudience - Locate Object - Continual Light - Polymorph Self - Polymorph Others - Charm Person - Charm Monster - Protection from Normal Missiles (As with Wizards)

Cause Light Wounds, Darkness* (As with Anti-Clerics)

Summon Elemental, Dissipation* (As with good Witches)

*PIT R = 5"
A pit 5 feet in diameter and 15 feet deep will form in the ground. If several of these incantations are used in succession, a very deep well

may be dug. No horizontal pits may be dug (no tunneling), and if dug in desert sand the pit's walls will cave in on a 6-sided die roll of 1-4.

*FIRE BOX R = 7" D = 6
A hollow 10' cube of fire will form about the target creature or object and remain there six turns. It moves with the object it surrounds, and will not suffocate or harm whatever is trapped inside. Anything passing through the fiery wall takes normal damage from fire walls. This spell can be used as a refuge, a prison, a plant killer, ice melter, etc. If the witch uses telekinesis upon the item within, she can "mow down" ranks of enemy troops. Destroyed by cold, rain, or magic.

DIMINISH PLANT/ANIMAL/MEN R = 10" D = 6
All plants, animals, and men-types in a 10 foot by 10 foot area who fail to make their saving throw will be reduced to 1/2 their original size, with corresponding reductions in range of spells and weapons, in strength and hit dice, and in their movement. Successive uses of this spell may reduce a target to 1/4, 1/8, . . . of its original size.

*PLANT ENTRAPMENT R = 5" D = 2
Tree branches, grass, shrubbery, etc. within a 2"x2" square area will clasp at and attempt to hold motionless all living or undead characters within the boundaries of the spell. If ordered by the witch the plants will strangle or disarm the victim, but since this spell imparts no magic strength to the plants, the entrapped have a chance to escape the grip of smaller, non-wood vegetation.

MAJOR SPELLS

*PARALYZING PIT R = 7" D = 3
A pit 10" in diameter and 2" deep (game scale) forms immediately. All creatures falling in must make their saving throw against paralization each turn they are in the pit or else be paralized until freed by another.

*UNDEAD CONTROL R = 10" D = 4
From 1-6 undead characters of any type within a 10" radius of the witch are affected. They will obey her mental commands for 4 turns, but once they go beyond the 10" range this control will be permanently lost. Undead control may be maintained at any range if the witch has a crystal ball with her, but to **establish** the spell the witch must be within 10" of her target characters.

AGING R = 2"
A living thing will age 20 years immediately. Any amount of cloth, leather, or wood within range will rot in one turn. Just 2 turns after this spell is used a 3'x3' section of 6" thick iron will rust through, and 4 foot thick stone (8'x8' section) will crumble to dust in only 3 turns. Saving throws are applicable for men-types.

*CIRCLE OF BLINDNESS R = 7" D = 3
An **extremely** powerful and dangerous anti-sensing spell which prevents all means of detection. All creatures within 25' of the spell's impact point except Djinn, Efreet, Clerics, and witches will be affected (50' circle). This circle counteracts not only normal vision and hearing, but also prevents the functioning of ESP, detect invisible, detect magic or evil, locate object, seek, clrvoy. or clraud., infravision, and wizard's eye. Similarly, the use of medallions, crystal balls, or detection wands, potions, and swords will prove fruitless. The circle is immobile and its victims may blunder out of the affected area, but it provides a witch with a perfect refuge from combat and the spell is just too powerful for the use of "dispell magic".

*CURSE R = 1" R = infinite with ESP crystal ball
Any 1 creature or object may be cursed in practically any desired manner (within far-reaching bounds). It is **not** possible to curse a creature with immediate death! A curse will not affect holy items (bibles, crosses, blessed water, clerics, etc.), enchanted or magic items, those creatures immune to witchcraft, or anything which is more than 75% enclosed by silver. A fighter wearing a silver helmet, shield, and plate-armor would be safe, but one with just silver shield or just silver mail armor would not be. Usually maps, scrolls, and articles of clothing or of furniture are likely targets.

POISON TOUCH R = physical contact is necessary
This spell is employable in two ways. Any one living creature touched by the witch must make a successful saving throw against poison, or die immediately. If used in the alternate and more devious manner, the first **three** objects handled by the witch (or a 4'x4' section of a flat surface, like a wall or floor) will be permanently contaminated with an undetectable paralyzing-poison. Creatures coming into contact with one of these items with their exposed flesh (note that gloves **will** protect you) must make a saving throw against paralization; and if they fail they become immobile and are unable to let go of the poisoned item or wall. After two turns of contact they will die.
Clerics are immune to the paralyzing-poison, as are other "witchcraft-proof" beings, but clerics have no means to detect the contamination. If a poisoned item is identified, a Neutralize Poison spell will make it harmless again. Holy items, silver, and magic objects may not be poisoned by the witch.
A cunning witch will choose her targets carefully (doorhandles, dagger grips, a random ladder rung, tent flaps, bedding, etc. are all likely places to contaminate.) Never let a witch sneak into camp!

*CURTAIN WALL R = 2" D = 3 maximum, or until dispelled
Upon graduating from Low to High Order, the first and most useful spell a witch learns is this one. It is a means to summon into existence an extra-dimensional "room".
Upon invoking the spell, a curtain 10' wide appears in the air, floating vertically just off the ground. Behind the drapes is a smooth walled room 10' high and wide and 20' from back wall to front curtain. This, then is the lair of a High witch, and in it she can safely store her treasure, bedding, crystal ball, cauldron and potions, her broom, and her pet "familiar".
After 3 turns, or when sent away by the witch, the curtain fades and its contents are unreachable by anyone but the witch who first summoned it, for every High witch has her **own** curtain, and can invoke no other. It provides a lair, a refuge if attacked, a prison, and transportation. When outside she can only summon it to her location, but if she is **inside** when it fades, she can make it reappear in any location familiar to her (no places unfamiliar to her). It is like teleportation with no risk.
Treasure hunters could try using Charm Person or some other control agent to force her into summoning her lair, but her will is great and two control agents are required simultaneously! And remember, her familiar will defend the lair when it appears before you, and a witch has other powers of passive defense (poison touch, curse, etc.).

SECRET ORDER WITCHES AND THEIR POWERS

Fifty-percent of the primary survivors (players) in my current Dungeons & Dragons campaign are wizards above the 11th level, and about a quarter are lords magically armed (one has accumulated an astounding collection of over 20 enchanted swords!) We had once again reached the point where no ordinary outdoor encounter could present any sort of a realistic challenge. My solution: **witches, particularly those of the Secret Order.**

Members of the forbidden Secret Order are fierce and direct when they attack, and a single one may easily destroy a swarm of overconfident or undercautious wizards and soldiers. However, they have certain weaknesses in their make-up which a cunning opponent may exploit. Their most obvious shortcoming is a character flaw: a distrust for disciples and ancient pride brings about their jealously guarded independance from all other witches. A Secret witch is a loner, and will never be encountered in a group of mutually protective members. A well planned counterattack by several magically endowed creatures can quickly overwhelm her one spell/turn capacity.

The Secret witches occupy their long lives in the pursuit of power, and usually will not trouble themselves to attack any creature(s) unless provoked. Still, they cannot tolerate intruders in their lair (a many chambered cave or mine-shaft) or interruptions in their endless experimenting, so anyone who stumbles into a Secret Order witch lair can expect big trouble.

Through the ages a Secret witch develops near-total familiarity with all terrain features and natural elements within several miles of her lair (i.e., she knows by heart every pebble, every leaf, every gust of wind), with the result that it is impossible to surprise her, but she has a 50% chance of sneaking up on you. (If she is not in the lair she will of course lose this advantage.) If your party does not appear hostile she will leave you alone, but if she has surprised you and your party contains a cleric and/or 15 fighting men she feels threatened and attacks.

Secret Order witches have no brooms or crystal balls and no familiar. They may perform 6 Group A and 3 Group B spells daily.

GROUP A

Dissipation - Summons Elemental - Seek (as with Priestess)
Fire Box - Paralyzing Pit - Undead Control (as with evil Witch)
Continual Light - Hold Person - Speak with Plants/Animals - Remove curse - Neutralize Poison - Insect Plague - Cure Serious Wounds - Ploymorph Self/Others (as with Patriarch)
Detect Invisible - Invisibility - ESP - Clrvoy. & Clraud. - Fire Ball - Lightning - Water Breathing - Hold Monster - Hallucinatory Terrain - Teleport - Transmute Rock Mud - Growth Plant/Animal - Control Weather (As with wizard)

GROUP B (These are not vulnurable to Dispell Magic.)

These awesome spells are the very heart of black witchcraft, the very essence of satanic powers. If a Secret Order witch surprise attacks your party, she will most probably use a spell from this list before trying anything else.

ST indicates a spell's chosen victim is allowed Saving Throws against Witchcraft (treat as a spell).

INTENSIFY R = 15" D = 1 turn
Multiplies the power of any one selected natural phenomenon. A cool breeze would become a raging hurricane, the rustle of leaves will create a deafening tumult, a sprinkle of rain turns into flash floods, etc. Only one phenomenon may be amplified with this spell.

ST-WITHER R = 7"
All living plants and creatures within a 50' diameter circle (centered at the spell's impact point) will rapidly age and die. In this manner a witch could destroy huge chunks of forestry or men-types, etc.

ST-WEIGHT CONCENTRATION/DILUTION R = 10" D = 6
From 1-10 creatures or objects will be affected. The witch may triple a target's weight (making it slower, unable to fly, etc.) or cut it to one-third (strong winds could blow away men, wagons, etc.). The witch may choose her targets at will, and decides how her spell will affect them on an individual basis (she needn't make all heavy or all light).

QUAKE R = 50" D = 2 turn maximum (1 if desired)
As the name implies, this spell creates earthquakes or great magnitude. Any patch(es) of ground within the 50" range may be shaken at will.

VAPORIZE R = 3"
This spell affects an area the dimensions of Cloudkill. Any rock or mineral matter in the affected area will turn into a thick fog and can be blown away. In this manner pits and caves may be dug quite rapidly.

SOLIDIFY R = 3"
The opposite of "Vaporize". The atmosphere takes only one half turn to coagulate, congeal, and then solidify into rock. Creatures caught in the affected area are not crushed, but will be trapped if they don't leave soon enough. This rock is true matter, and will not be affected by Dispell Magic or Dissipation. (Rock is slightly porous, so those trapped may still breathe.)

VOLCANIC CIRCLE R = 8" D = 2
This spell creates a circular line of cohesive lava around the witch. It flows outward from her at 4"/turn. (i.e., radius increases 4"/T) As the circle expands the line remains 10' thick, and will not "thin out" like a rubber band when stretched. Any ground creature caught and "passed under" by the molten rock receives ten dice of damage (unless immune to ordinary fire, in which case no damage is done). Ground already passed over by the circle may be considered safe to walk on.

ST-REFLECTIONS D = 2
When invoked this spell creates a shimmering cloud about the witch. For two turns no magic can harm the witch, and any spell, potion, or magic device used against her will return to the attacker (regardless of range). The only spells this cloud will not reflect are Banish, Disintegrate, and certain "sense" magic such as ESP, Detect Evil, Clairaudience, etc.

WEAPONS OF THE SECRET WITCH ORDER

In forgotten ages past, in kingdoms unheralded and dead centuries of untold history, a fiery confrontation emerged between witch covens world-wide. The myriad witches of the woodlands and the fields formed an alliance which dominated all other covens. This group forcibly directed the studies of other witches, and great emphasis was placed on the magic of plants and animals, that they might grow stronger still in their respective domains. But there were those who sought darker and more Godly enchantments, pursuing powers of devastation and the very elements. They promised to teach what they learned, to enslave the world of men, and to shape raw power to the ends of witches everywhere. This the alliance would not permit, for power inspires fear, fear of those that have it. Those who allied with the new Secret coven were cast out, and in time only the mountains offered refuge to the members of this radical coven.

History has spoken little of this coven in the past, but as of late these witches have reappeared, and with them the stories of dark sorceries and wicked powers they learned in their centuries of isolation.

Secret witch items are the creation of timeless magics, and no ordinary men may use them. Indeed, any Cleric to touch one of these items will meet with instant death, for clerics are disciples of dieties, and the secret witches recognize no power but their own as supreme.

Only a Priestess, a High Order evil witch, or a wizard above the 13th level may use these items.

1 • SKULL OF DEATH
A huge charred and bejewelled dragon skull to be worn like a helmet. The wearer may mentally command any undead characters (up to three dice in number) at any range. Other powers imbued in the wearer are "The Finger of Death" and "Animate Dead", and these two powers may be used repeatedly. The wearer will regenerate from combat damage at the rate of 5 points/turn, even if killed (unless beheaded).

2 • MOUNTAIN SEEDS
Similar to Hill Seeds in function but much deadlier. When pitched into the air these globes will swell to the size of a castle almost immediately. With one such seed a wizard could crush armies or destroy a town. They are safest when dropped from above, but can be thrown up from the ground if you are able to use teleportation and escape before it comes down.

3 • LEECH DUST
A satchel of powder employable by any man-type except clerics. When a hand full is thrown (up to 2") it forms a cloud of the same dimensions as Cloudkill! Any living creature it contacts it will adhere to. The ominous name is derived from its ability to absorb blood, diffusing it out of the victim's flesh, arteries, and even the very bone marrow. The moment of contact a creature will begin to grow weak; in two turns he will be unable to fight or use spells, in three he will be paralyzed, and after four turns he will die.
This sadistic powder may only be removed by a sprinkling of holy water (see supply list in book 1). If the victim is freed of the dust before death ensues, he will require a full week of rest to restore his health. Wearing plate armor in the dust cloud prolongs death for two turns.

4 • ASSASSIN'S EYES
These are enchanted eyes obtained from the witch's human victims. They are endowed with many evil powers.
In flight they move 12"/turn and perform the function of a wizard's eye, but at any distance and with no time limits. The eyes are normally invisible and immaterial, allowing them to penetrate any solid barriers, but they must become visible to attack. (When visible they are highly vulnurable to being slashed, burned, crushed, etc.)
To attack they become visible and hover in front of their chosen victim, and anyone accidentally meeting their horrid gaze may not look away. The eyes may then use either a Charm Person spell or Death Ray (victim may use saving throws). If the spell fails to work, the victim has one turn to try killing the eyes before they turn immaterial and return to the witch using them.

5 • WITCH WAND
This wand performs 7 spells each day, doing so for years before the power wanes. It is capable of the following spells: Rejuvination - Remove Curse - Neutralize Poison - Dissipation - Curse - Cure Light Wounds - Summon Elemental - Calm - Comfort - Locate Object - Commune - Polymorph Self - Polymorph Others - Pit - Darkness - Diminish Plant/Animal/Men - Charm Person/Monster - Continual Light - Plant Control - and Hold Monster/Person. All of these function as witchcraft spells of the same name (plant control lasts 1 hour).
The wand has additional powers. It acts as a 30' ESP medallion, protection from normal missiles, and shields the holder from Lycanthropes, undead, and elementals like scrolls.

6 • SERPENT BELT
High class snake belt with extra powers: infravision, relays audio and visual, 2 dice of damage to targets, can stretch to 10', may crawl on ceilings, and can disintegrate its way in or out of places (makes 1 inch holes, real scale). Finally, it is invisible and acts as +1 armor when worn.

• 7 • SEED SATCHEL
A package of 7-12 magic seeds. When dropped upon the ground a certain whispered phrase will cause a seed to "grow" into whichever of the listed features is desirable:
a) a wyvern, commanded by the one who spoke the phrase
b) a 10" circular forest, sparse or rain forest type
c) a near impenetrable wall of thorns 10 feet high and 4 thick. The wall forms a straight line 30' long
d) an oak-sized flesh eating tree, with many limbs but slow movements
e) a 50 foot pool of acrid sulphur, 10 feet deep

f) hollow mound of rock 15' high and 30' in diameter, with a man-sized crack in one wall for passage
g) a 10 foot deep chasm, 10 across and up to 30' long
The feature or object will disappear in one hour, and the seed may only be used once. No wizard may use this unless instructed by a witch.

8 • HORNET CAPE
With this the appropriate man-type (witch or wizard) may fly at 36" per turn indefinitely. When in flight all flying creatures and monsters (except man-types) within 50 inches will obey the wearer of the cape, but this control is lost when the wearer touches the ground.
Whoever wears the cape may fire as many as three "stings" each turn. A Sting is a bolt of energy with a 7 inch range and will do 3 dice of damage to any creature struck (use Hit Probability Table). As with other witch weapons, the supply of energy bolts is inexhaustible.
Wearing this cape gives protection against normal and magic missiles (but not blades or clubs), and will make the wearer invisible whenever desired (even firing stings).

Earlier, "Potion Cauldrons" were mentioned in connection with objects to be found in a witch lair.

Potion Caludrons are usable only by witches. With this a witch may produce any potion (in the potion list of book 2) in just one game-day. Any potion which is already available may be duplicated at the rate of one duplicate per hour.

Although they are capable, witches will not produce or even sell a Treasure Finding potion unless forced to **or** offered half the treasure to be found with it. If you choose the latter means of obtaining this valuable elixir, you must sign a blood pledge, and failure to keep your word results in prompt cursing.

All other potions will cost between 500 and 3000 gold pieces (roll a die to establish this price).

WITCH LAIRS & TREASURE

Every witch owns a Flying Broom (see Misc. Magic list), and when encountered outside the lair will be either flying it (35% of the time) at 4 to 40', or will have it close at hand to escape attackers. For every two witches found outside the lair, there will be one magic witch item among them; and for every three witches present, one will wear some kind of a magic ring.

As a precaution, from one to all of the evil witches encountered out of doors will be accompanied by her "familiar" as a bodyguard (see LAIRS to determine type of familiar). Good witches will only have small birds or fur animals with them, and when an emergency arises will polymorph them into a dragon bodyguard.

LAIRS — If found within their lair, witches will be sitting at a crystal ball table in deep concentration. Determine, before anything else, which of the three types of crystal balls it is (plain, ESP, Clraud.) with a die roll, giving each type an equal chance to be the one chosen.

In this "circle of concentration" they will be heedless of their surroundings until the turn **after** they are attacked or summoned (or 2nd turn of melee). It is quite possible to enter their lair and carry off treasure unobserved. Still, they are not altogether as unprotected as they might appear. In a concentration circle a witch is exerting her full mental capacities, and is immune to all forms of Charm/Hold person, Sleep spells, feeblemind, and control items such as rings, potions, and staves.

Furthermore, each **evil** witch present will have posted her "familiar" on guard duty. Roll a six-sided die to learn the type of familiar each witch owns: 1, 2 - Basilisk 3 - Wyvern 4 - Warlock with 1 ring and 1 wand 5, 6 - one undead character (no vampires). The individual familiars will cooperate to protect the entire circle of witches, and not just their own owner. Good witches will lack this defense.

Finally, every evil witch lair is guarded with some type of curse to be imbued upon the first Neutral or Lawful trespasser (Lawful witch lairs are not curse-guarded). The lairs of good witches will be protected by ordinary manual traps, such as trip-wired crossbows. The referee will have to decide on an appropriate curse or trap before any attacking player enters the lair.

If there are three or more witches in the lair, a "Potion Caludron" will also be present. This will be described at the end of the list of witch items. For every witch in the lair, there will be a Flying Broom present, as in the out-of-doors.

In a lair may be found a) good witches, b) secret witches, c) Low witches, d) a combination of Low and High witches. You will never find a lair with only High witches present (see the Chaotic witch spell "Curtain wall".)

TREASURE — Aside from magic cauldrons, brooms, crystal balls, and a warlock familiar's property, each lair will have secreted in the floor, walls, furniture, rafters, or in nearby tree trunks and buried in herb gardens, several tiny caches of wealth and magic items, guarded by various means.

Good Witch Lair:
1-10 thousand silver pieces (SP)
1-4 thousand Gold Pieces (GP)
1-10 Gems (Gs)
1-8 pieces of Jewelry (J)
1-3 Witch Items (WIs)
Protection is barely adequate. Most is wrapped in lead to prevent others from detecting it. A willingness to sell items undoubtedly prevents some magic-greedy people from resorting to violence.

Low Order Witch Lair:
1-6 thousand GP,
6-11 GS,
1-10 J,
1-3 WIS

Protection:
Mild curses and poison touch supplied by a cooperative High Order witch.

High Order Witch Lair:
11-20 thousand GP,
6-11 Gs,
1-8 J,
1-2 WIs

Protection is assured by hoarding everything in the Curtain room, although multiple control agents can force her to invoke her Curtain Wall.

Secret Order Witch:
1-4 thousand GP,
1-3 Gs,
1-6 WIs,
1 ring,
1-2 "Secret" WIs
these 1-3 gems are all of superior value,
i.e. = 5,000 to 500,000

The most direct means to obtain a witch treasure hoard is, of course, to arm yourself with two wizards and a few clerics and tear them apart. Then just find a few expendable men to brave curses, poison, and infinite torture while they go over every inch of the witch lair searching for items and gold.

There are better ways. From a witch of similar alignment you buy. If you ever encounter a group of High Order witches out in the open somewhere, use control spells and potions so they will summon their lair and empty it at your feet. If you expect to meet Low Order witches, hire a dozen "expendables" and arm them with swords. Converging upon a coven of Low Order crones in a slashing mob should get you what you want, since they can't fight for more than four turns anyway. Finally, there are the Secret witches. They usually stick to the caves, being originally from mountain country. They have no interest in wealth, so if you're after gold try elsewhere. They ARE interested in power, undiluted raw power, so if you share the same hobby, grab a dozen wizards and clerics, 500 armored heavyfoot, and find a Secret witch cave. Just don't count too heavily on that treasure, because you may be in for a painful disappointment.

When examining the list of Witch Items, remember that when found in the lair a witch coven has use of all portable magic items in their treasure hoard. It is advisable to plan a defense against each particular object that may be used against you.

WITCH ITEMS

As explained on page two, a witch lair will contain various enchanted items. These objects are usable by any man-type character of any alignment (unless specifically noted otherwise). Some of the items require special training to handle properly, and you will find it absolutely necessary to hire a witch of your own alignment for one game day to teach you in the use of those particular objects. These items will be marked with a star (*). A witch instructress will earn 10 gold pieces per student per object!

Although most of these items will undoubtedly have to be obtained through destruction of witch covens, it will be possible at times to simply purchase them. If you or your party encounter a witch(es) of your own alignment, check with the Game Master to learn which objects are in the witch lair. If you wish to buy, you must learn if she (they) is willing to sell anything. On a six-sided die roll of 1-3, she is willing to sell an item at the price indicated below; on a roll of 4 she will ask double the usual price; and a roll of 5-6 indicates she refuses to part with the magic item. You must check her "willingness to sell" for each object you are buying.

Items from TABLE A will cost 6-15 thousand GP (or its equivalent in gems and jewelry). Determine the price with a die roll.

Objects from TABLE B call for hard bargaining between the player (customer) and the GM (witch). The usual price for TABLE B object is a payment of magic items **and** 10-50,000 GP (or equivalent).

NOTE: A witch coven willing to sell is willing to instruct!

TABLE A
(*indicates training is required prior to use)

1 • Medallion of ESP (30 or 90 foot range, 50-50 chance for either)
2 • 3 to 6 Potions (no Treasure Finding potions will be sold)
3 • 1 Cursed Scroll or cursed object (e.g., helmet, knife, fruit, wand that backfires, etc.)
4 • Treasure Map (a witch commonly asks for 20% of the haul of gold indicated by the map)
5 • Treasure-Magic Map
(If the amount of wealth indicated by the map is tremendous, roll a six-sided die. A 1-4 means the witch is willing to pack up her home and join you as an ally on your treas. - hunting expedition. She could be a valuable asset, and will do nicely if no Clerics or Magic-Users are available. The GM will make provisions for her alliance)

6 • Roll on Table B
7 • 3 Potions (no Treasure Finding potions will be sold)
8 • Dagger +3 (add to hit probability and to damage against any size target)
* 9 • SNAKE BELT (Similar to snake staff, but in belt form (3' long) and usable by everyone. It will silently crawl anywhere its owner mentally directs it, down, halls, through cracks, and even up stone or wood walls, at speeds up to 6"/turn! The belt relays a visual impression of all it passes to its owner, akin to a "Wizard's Eye". It does 1 die of damage to any creature it strikes, and is killed only by fire and lightning The synthetic muscles are strong enough to strangle a Wyvern, pin a man's arms to his side, or hold shut or open a door.)
10 • Amulet vs. Crystal Balls and ESP (as in Misc. Magic list)
*11 • IVY BRACELET (A fragile band of enchanced forest ivy, it is found only in the hoard of forest covens. It will impart to its wearer the power of "Plant Control" (as in potions) until it is removed. It also enables one to "Speak with Plants", as a Patriarch may do. A firm wind or any vigorous combat will probably destroy this delicate item.)
12 • DART RING (only to be found with woodland witches, the Darts fired by this ring are thornlike points. A dart, when it hits, does only one pip of damage, but the creature thus struck will die of poisoning within two days if no "Neutralize Poison" spell is used. The ring fires twice per turn at distances up to 30 feet; the darts are inexhaustible and the ring never misses!)
*13 • LOCKET OF SATAN (Found only in the possession of evil witches, but usable by all neutral and chaotic man-types. Wearer may command any 3 chaotic creatures within the 7" range, regardless of intervening substances. No saving throws against its influence are allowed! If the wearer concentrates the power against a lawful character for two turns, there is a 15% chance that lawful character will turn permanently evil and corrupted. Has no effect upon **clerics**, lawful, neutral, or otherwise.)
14 • LOVE LOCKET (Found only in the possession of good witches and usable only by them. Any male humanoid to come within its 7" range immediately comes under the spell (no saving throws). The victim will do anything to please the wearer, even to the extent of offering her all his possessions. Of course, a good witch is not greedy, and will accept no more than 20 percent of his wealth, and no more than two magic items. Once she has chosen what to keep among his treasures, a highly charismatic man will -ahem- be amply rewarded. All her victims will be released from the spell the next morning, and **may not** seek to regain their treasure.)
*15 • THORN TWINE (A 40 foot thorn vine which is flexible as rope and magically empowered. It may be used as a lariat, tangling any creature helplessly and doing 4 dice of damage each turn it remains ensnared. The strength of an Ogre, a plant control agent, or the use of fire or lightning is needed to free a victim. Assume a "hit" on the Hit Probability Chart indicates a successful cast. If surrounded on open ground, the user may swing the Twine in great, sweeping arcs to hold attackers at bay. In this mode, anyone approacning within 40 feet suffers 1 die of damage/turn. This rope is useless for climbing, and must be handled cautiously.)
16 • ILLUSIONWAND (This is one of the only three wands a witch ever uses. The other two are Rolymorph and Witch Wand). (Only Witches and Magic-Users may use it.)
17 • POLYMORPH WAND
18 • 1 to 3 RINGS, 1 Misc. Magic Item (From tables in book 2.)
*19 • GUARDIAN EGG (This brass orb is the size of a helmet and weighs as much as 250 gold pieces. A key word will transform it into a metal servant who will obey and protect its summoner until the next sunrise, when it will return to globular form. (Employable once every 48 hours.) If resting upon the ground when the key word is spoken it will take the shape, strength, and dimensions of a Hill Giant (8 dice). If thrown in the air when transformed a metal Roc is the result (8 dice); and if resting on or submerged in a pool of liquid it transmutes into a 7 foot Dragon Turtle (10 dice). The monster is unintelligent, and will only fly, swim, or go where directed, and fights poorly. Due to their metal bodies, treat these servants as armor class 2. If destroyed in combat they will **not** return to the egg shape.)
20 • 1 Ring (from page 25, book 2)

This completes the list for Table A. If you notices, number six indicates a roll on table B, which follows. These items are especially powerful, and are rare indeed.

TABLE B

* 1 • HILL SEEDS (1-3 in number)
These black spheres are light and small as a baseball, until thrown. In flight they quickly expand to awesome size and mass. By the time they have travelled 50 feet, they will be several yards across and any structure they impact with will suffer from a **triple** bombard (see Chainmail)! All living creatures will be crushed instantly. Range is 3" to 14", depending on thrower's strength. Usable by all, but need training.

2 • LUCK CHARM
These are various gems, coins, and talismans; and some are quite strong. A 20-sided die roll is used to determine the charm's strength in each category. The holder of such a charm benefits in these five ways:
a) Charm acts as +1 (40% chance), +2 (30%), or +3 armor.
b) Increases saving throws by +1 (65% chance) or +2 (35%).
c) Increases chance of hitting opponents in combat by +1 (50% chance), +2 (35%), or +3.
d) Will grant 1 wish (70%) or 2 wishes of limited power/week.
e) Increases chance of finding an opponent's lair by 10%. If the lair is found, the charm enhances chances of finding each category of treasure by either 20 percent (75% chance of this) or 50 percent. Note the charm does not affect the **amount** of treasure, only the chance that coins, gems, etc. will be **present.**
After determining how good your charm is in each category, keep a record of the results. Not all charms are the same.

3 • MIRROR—CRYSTAL
Usable by all characters, this beautiful silvery gem serves as magic armor against certain subtle spells. When held in our hand, put in clothing, or mounted on shields, swords, rings, wands, helmets, etc. it provides you with complete protection against Charm/Hold Person-Monster, all Sleep spells, paralization, curses, and all control agents (i.e., potions, rings, staves, and spells).
The origin of these precious stones dates back to a very ancient wizard who needed to shield his castle guards from crafty intruders. As time passed they fell into the hands best suited to subtle magic: witches!

4 • AMULET OF POWER
Usable by clerics, witches, and magic-users, this object serves to periodically boost latent magic energies. One day each week, the number of spells (of each level) you may perform, and the range, duration, and power (dice, area, number affected, etc.) of those spells, will increase by 50%! An Enchanter could, for example, do 6-4-3-1 spells on one day a week, rather than the usual 4-3-2-1. (Always drop fractions when calculating a fifty-percent.) Due to the increase in power, reduce a target's saving throw by -3.
Upon acquiring the device, a new user must wear it for 30 consecutive days before it adjusts properly to his mental capacities. After that period the amulet will be fully functional, but any attempts to make use of the power boost before the month is out will be in vain.

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Solo Dungeons & Dragons® Adventures

by Gary Gygax, with special thanks to George A. Lord
Preliminary testing: Robert Kuntz and Ernest Gygax

Although it has been possible for enthusiasts to play solo games of *DUNGEONS & DRAGONS* by means of "Wilderness Adventures", there has been no uniform method of dungeon exploring, for the campaign referee has heretofor been required to design dungeon levels. Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time I am certain that there will be some sameness to this however, and for this reason a system of exchange of sealed envelopes for special rooms and tricks/traps is urged. These envelopes can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the envelope should say is for what level the contents are for and for what location, i.e. a chamber, room, 20' wide corridor, etc. Now break out your copy of *D&D*, your dice, and plenty of graph paper and have fun!

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room, so you go immediately to TABLE V. and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games. Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will) you will have an ample supply of dungeon levels and matrices to entertain other players.

Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning. At all times you are serving in two roles, referee and player, so be sure to keep a fair balance.

Now proceed to the tables which explain all play.

TABLE I. PERIODIC CHECKS:

Die	Result
1-3	Continue straight, check again in 60'
4-7	Door (see TABLE II.)
8-10	Side Passage (see TABLE III.), check again in 30'
14-16	Chamber (see TABLE V.)
17	Stairs (see TABLE VI.)
18	Dead End (walls l., r. and ahead can be checked for Secret Doors, see TABLE V., footnote)
19	Trick/Trap (see TABLE VII.), passage continues, check again in 60'
20	Wandering Monster (see Vol. III, D&D), check again immediately to see what lies ahead so direction of monster's approach may be determined.

TABLE II. DOORS*:

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1,4	Left	1,2	Parallel passage or 10' x 10' room if door straight ahead
5,8	Right	3	Passage straight ahead
9,12	Ahead	4	Passage 45 deg. ahead/behind
		5	Passage 45 deg. behind/ahead
		6-12	Room (go to TABLE V.)

*If no room is beyond a door check again on TABLE 1. 30' after passing by or through a door.

TABLE III. SIDE PASSAGES:

Die	Result	Passage Width:	
		Die	Result
1	left 90 degrees		
2	right 90 degrees		
3	left 45 degrees ahead	1-7	10'
4	right 45 degrees ahead	8-10	20'
5	left 45 degrees behind	11	30'
6	right 45 degrees behind	12	5'
7	left curve 45 degrees ahead		
9	passage "T's"		
10	passage "Y's"		
11	four-way intersection		
12	passage "X's" (if present passage is horizontal or vertical it forms a fifth passage into the "x")		

TABLE IV. TURNS:

Die	Result (check on width of passage on TABLE III.)
1-4	left 90 degrees
5	left 45 degrees ahead
6	left 45 degrees behind
7-10	right 90 degrees
11	right 45 degrees ahead
12	right 45 degrees behind

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, then Exits, then Contents)

Shape and Size:

Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8,9	Rectangular 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area, see sub-table below —	

Unusual Shape and Size (Roll Separately for Shape and Size):

Die	Shape	Size
1-3	Circular	about 500 sq. ft.
4,5	Triangular	about 900 sq. ft.
6,7	Trapezoidal	about 1,300 sq. ft.
8,9	Odd-shaped*	about 2,000 sq. ft.
10	Oval	about 2,700 sq. ft.
11	Hexagonal	about 3,400 sq. ft.
12	Octagonal	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what wil fit the map

Exits: Number, Location, and Direction (Passages in Chambers, Doors in Rooms)

Die	Room Area	Number of Exits
1	up to 600'	1
1	over 600'	2
2	up to 600'	2
2	over 600'	3
3	up to 600'	3
3	over 600'	4

4	up to 1200'	0*
4	over 1200'	1
5	up to 1600'	0*
5	over 1600'	1
6	any size	1-4, roll to determine

Die**	Location	Direction (If a Door use TABLE II instead)
1-5	opposite wall	straight ahead
6-8	left wall	straight ahead
9-11	right wall	straight ahead, 20' wide
12	same wall	45 deg. left/right

*A *secret door* might exist, and a search may be made if desired. For every 10' of wall be checked roll a 12-sided die—a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

**If a passage or door is indicated in a wall where the space immeidately beyond the wall has already been mapped then the exit is either a secret door (1,2) or a one-way door (3-6).

Chamber or Room Contents:

Die	Contents
1-12	empty
13,14	monster only (determine from D&D, Vol. III)
15-17	monster and treasure (see table below)
18	special * or empty
19	Trick/Trap (see TABLE VII.)
20	Treasure (see table below)

*insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Treasure:

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	According to the type indicated in D&D, Vol. III for "Outdoor Adventures" with pro rata adjustment for relative numbers.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll on D&D table)	

TABLE VI. STAIRS:

Die	Result
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in six is collapsing chute down 1 level)
9	Down dead end (1 in six to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30'
11	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels, passage continues, check again in 30'
14-18	Trap door down 1 level, passage continues, check again in 30'
19,20	Trap door down 2 levels, passage continues, check again in 30'

*1 in 12 has a door which closes egress for the day
**1 in 10 has a door which closes egress for the day
***1 in 8 has a door which closes egress for the day

N.B. Check for such doors only after descending steps!

TABLE VII. TRICK/TRAP:

Die	Result
1-5	Secret Door *unless* unlocated: Non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see TABLE II.) Unlocated secret doors *go to die 6,7 below.*
6,7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep with spikes.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels, 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12-14	Wall 10' behind slides across passage blocking it for from 10-60 turns.
15	Arrow trap, 1-6 arrows, roll for each to see if any score hits, 1 in 6 is poison.
16	Spear trap, 1-3 spears, 1 in 12 is poisoned
17,18	Gas, party has detected it, but must breathe it to continue along corridor as it cover 60' ahead. Mark map accordingly regardless of turning back or not. (See Gas Sub-Table below.)
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1-19 turns up.

Gas Sub-Table:

Die	Result
1-5	Only effect is to obscure vision when passing thru.
6	Blinds for 1-6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9,10	Strength: adds 1-6 points of strength to all fighters in party for 10-40 turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "rough-hewn" and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above, and there is 1 in 6 chance for monsters, 5 in 6 that the monster has treasure.

TABLE VIII. CAVES & CAVERNS

Die	Result
1-3	Cave about 40' x 60'
4	Cave about 50' x 75'
5	Double Cave: 20' x 30', 60' x 60'
6	Double Cave: 35' x 50', 80' x 90'*
7-9	Cavern about 95' x 125'*
10	Cavern about 120' x 150'
11	Cavern about 150' x 200'*
12	Mammoth cavern about 250' - 300' x 350' - 400'**

*Roll to see if pool therein
**Roll to see if lake therein

Pools:

Die	Result
1-5	No pool
6,7	Pool, no monster
8,9	Pool, monster
10,11	Pool, monster & treasure
12	Magical pool

Lakes:

Die	Result
1-5	No lake
6-8	Lake, no monsters
9-11	Lake, monsters*
12	Enchanted lake**

*1-4 monsters, 4 in 5 chance of treasure
**enchanted lake leads any who manage to cross it to another dimension (if special map is available, otherwise treat as lake with monsters)—lake will have from 2-5 monsters

Magic Pools: (In order to find out what they are characters must enter)

Die	Result
1-3	Turns gold to platinum (1-3) or lead (4-6), one time only.
4-6	Will on a one-time-only basis add (1-3) or subtract (4-6) from one characteristic of all who stand within it: 1 = strength, 2 = intelligence, 3 = wisdom, 4 = dexterity, 5 = constitution, 6 = charisma (add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
7-9	Talking pool which will grant 1 wish to characters of its alignment, damage others from 2-12 points; 1-2 lawful, 3-4 neutral, 5-6 chaotic. Wish can be withheld for up to 1 day.
10-12	Transporter pool: 1-2 back to surface, 3-4 one level down, 5-6 100 miles away for outdoor adventure.

Lycanthropy — The Progress of the Disease

by Gregory Rihn

Q. What Do You Do With Eight Werebears? A. Whatever They Want.

Recently, an encounter involving a group of adventurers in hostile territory who were trying to pass as chaotics and a group of presumed chaotics who turned out to be lawful werebears resulted in one of the surviving adventurers catching the "werebear disease." This led to considerable speculation on the part of other characters regarding the advantages of being able to become a bear invulnerable to ordinary weapons whenever the going got tough, especially now that there was a friendly lycanthrope handy to innoculate them at minimal pain and cost. Obviously, werebeardom is not the answer to all an adventurer's dreams. However, just as obviously, a referee does not want every character in his campaign to be able to become a bear at will. The prospect of an epidemic of lycanthropy breaking out forces the promulgation of some rules limiting the abilities of player-character-lycanthropes, while still retaining the role as a playable option.

Note: At this time I was not aware of the increases in strength, speed, and hit dice of these beings that are recommended in the ***Blackmoor*** *supplement. While these are desirable, their use makes the imposition of some limitations even more necessary.*

The Onset of the Condition

As per *Dungeons and Dragons* guidelines, characters bitten by lycanthropes have a 50% chance of catching the conditon, with the first shape-change occurring in 30-60 days.

Due to the supernormal nature of lycanthropy, the disease disrupts the physical and mental channels of supernormal energies. Therefore, over the period of incubation the victim of lycanthropy will suffer a proportional loss of all magical, clerical, or psychic ability, which becomes complete with the onset of the first transformation.

The first transformation will usually be involuntary, characteristically occurring during dreaming sleep, or during a period of physical or mental stress, such as combat. At this time the lycanthrope's newly gained animal nature will tend to predominate, (95% chance) resulting in blind panic. The victim must then be calmed or subdued, at which time the victim's human *persona* may assert control, although there is a 10% chance that the shock will cause insane subjugation of the human *persona* to the animal nature, which will persist even when the victim is returned to human shape, and must be cured in the manner of other insanities. Thus there is a distinct chance that a new lycanthrope may escape into the wilderness and assume the life of a beast, unless restrained by his friends.

The new lycanthrope cannot revert to human shape of his own will, as he lacks sufficient experience to control his bodily process. Even more experienced lycanthropes cannot control the process perfectly, and there is a decreasing chance that they may not be able to change back, which should be checked upon each transformation. There is also a slight chance that the animal nature may assert itself. Both should be checked upon each transformation to the wereshape.

Fortunately, there are a number of ways in which reversion to human shape may be effected. More experienced lycanthropes of the same weretype may induce shapechange in either direction by the laying on of hands. A *polymorph others* spell can effect the change to human shape without affecting the ability to become an animal at a later time. An illusionist may hypnotize the subject and induce the change. *(One dungeon I am aware of has mysterious machines which can reverse the shapechannel!)* A clerical *cure disease* or a healing *cure lycanthropy* spell cast upon the subject while in animal form will result in permanent loss of the disease and reversion to human form. There is a slight chance that an exhausted lycanthrope may revert to human form while sleeping, but this is undependable. (About 5% chance, higher if exhaustion is extreme, or the subject has been severely wounded.)

The Progress of the Condition

Werebears are the most usable type of lycanthrope for player characters. (*Note:* Non-player werebears are usually lawful, and extremely reluctant to contribute to the spread of the disease, sternly disapproving of those who do.) All others, (wolf, rat, boar, tiger) while retaining their intelligence and cunning in animal shape are less able to control their beastly natures. This carries over into their human lives, so that they become progressively more wild, dangerous, and animalistic in habit and in attitude. They come to prefer the company of their own kind and similar animals and to be untrusting, at best, and generally hostile toward normal humans.

Werebears will also tend to become more bearish in nature. They will add a bearish layer of fat. They will sleep much of the time in the winter, if they are able. They will prefer wilderness of towns, and will lead solitary lives, perhaps accompanied by one of their own kind of the opposite sex, and possibly children.

Note: Children of uncured lycanthropes inherit the condition. Lycanthropy, however, is not transmissible via intercourse, but only via the bloodstream. Children of chaotic types can be taught to change as soon as their parents are able to teach them. Hereditary werebears, or others not raised among their own kind, will have their first transformation at the onset of puberty. Lycanthropes in animal shape are sterile as regards normal animals of the same type, which is why the woods are not full of the offspring of lycanthropes who went insane and believe themselves beasts.

Lycanthropes of all sorts will tend to become more hairy when in their human forms. Note that this will be human hair, growing in the ordinary human patterns. A man's beard, for example, would become more thick and heavy, brows grow together, and body hair become more evident. Women, however, will not grow beards unless they are already disposed to do so. Finger and toenails become thicker and more clawlike. There is a tendency for teeth to gradually become more pointed. All forms experience a change in body odor which will make it impossible to go near horses or mules. Werecats in advanced stages have been known to retain slit pupils (and presumably catlike night vision) in their human shapes. All lycanthropes will be recognizable by a fine growth of hair in the palms of their hands, on on the soles of the feet.

The Wereshape

With the exception of werecats and some extraordinary werewolves, a lycanthrope in his animal shape has all the attributes of an ordinary animal of his type, though werewolves tend to be large as wolves go. This includes sight, hearing, scent, mass, etc., and often extends to specific variations among werecats, where tigers, loepards, panthers, and pumas have been reported, and bears, including black, grizzly, and even polar werebears.

While there are many things animals may do that are beyond human abilities, werecreatures suffer the limitations inherent in their animal shapes. For example, animals cannot see colors. Lycanthropes may not speak human languages while in animal form, though they may still understand those that they know. They may learn the language of the species of their wereshape, and may understand and speak it in their human shape if they are sufficiently intelligent. (*Note:* Cooperation between lycanthropes and the animals they resemble is not necessarily automatic. For example, in order to gain the cooperation of a pack of real wolves, a werewolf would have to fight and subdue the "alpha wolf", or pack leader. Probably a simple matter, since the wolf's claws will not harm the werewolf. It should take considerable effort to round up and control any number of bears, tigers, or similarly solitary or paired creatures).

Lycantrhopes in animal shape will not be able to use standard weapons or any equipment intended for human use. (Requiring a thumb to grasp, etc.) This should include magic items intended to be activated by humanoid energies (rods, etc.). Passive magical items such as amulets or rings of protection may be used if they can be retained upon the beast form. Most potions will not work upon lycanthropes in wereshape. Poison, however, will.

(Note that rats, unlike other animals, lack a vomit reflex and thus can successfully be poisoned by substances and dosages that another animal would throw up and get out of their system. Accordingly, the saving throw of wereshaped wererats against ingested poisons should be reduced.)

When changing to the wereshape, the lycanthrope must shed clothing or equipment that would hamper him. Full plate or chain armor is thus not recommended. Such items do NOT "disappear" and "reappear" when a lycanthropic shapechange is made. Lycantrhopes will find it advisable to wear loose clothing that is easily discardable. They will generally prefer leather, skins, or wool fabrics to metal, cotton, linen, or silk.

The Lycanthrope Experience

Persons who have just become lycanthropes cannot revert to

human form at will until they have gained 2500 experience points in addition to their previously gained experience. They may transform only once per day on their own, and may still involuntarily transform during dreams or periods of stress, and such transformation uses up their one chance per day. More experienced lycanthropes can induce a second shapechange in others, but this requires a full day of rest in those it is done to, and cannot be done more than once per day, as the lycanthrope in whom the change has been induced will be completely exhausted upon return to human shape. Reversion to human shape *must* be assisted in such a case. Ability to transform more frequently, change back at will, and be free of involuntary transformations increases with experience gained.

All experience gained during one's tenure as a lycanthrope must be calculated in two ways: first, to determine one's skill in dealing with one's lycanthropy; and second, for all standard purposes. For example, a fourth level fighter may contract lycanthropy. He still possesses the skill and experience of a fourth level fighter, and operates as such in his human shape. However, he will suffer the inconveniences of a first "level" werebear — involuntary transformation, inability to change back, etc. Once he has gained 2500 experience points since the date of first transformation, he will be a second "level" werebear but probably still a fighter of the fourth level. By the time he has gained 10,000 expereince points since the date of first transformation he would be a fighter of the fifth level and a werebear of the fourth. Initially he would fight as a "monster" of four hit dice in wereshape (unless the *Blackmoor* modifications are in effect), and, when he gained another hit die as a fighter, assuming fighting experier ce is retainable from one shape to another, he would add one as a bear. As a fighter by trade, if he is cured, he may retain the full value of experience earned while a werebear.

If a magic user or other "specialist" cannot or elects not to be cured, experience gained since first transformation will affect his *fighting* skill in the same manner, since he will have effectively have retired from magic use. He would have to fight as a magic-user of his hitdice due to his unfamiliarity with fighter's equipment. Referee's may calculate how long it would take such a person to use a sword effectively, if it is possible at all. It is assumed that some bearish instincts will aid him in fighting as a bear.

Clergy, of course, will not necessarily suffer the handicap of being unfamiliar with weapons and armor. Though werebear clerics would lose their miraculous powers, they may retain their holy orders, depending on the ruling of their establishment of religion. They will obey the usual weapon restrictions in order to remain in good standing. The cleric's ability to turn undead may at the DM's option be reduced by half (as with psionics) or retained fully, since this power uses none of the ordinary spell trappings, but seems to depend more on the cleric's wisdom, devoutness, and courage in his faith.

If a magic-user, cleric, or psychic has allowed the disease to progress to a point where there has been a measurable loss of special abilities before being cured, it will require the same amount of time for the lost abilities to be fully recovered. Magic-users, clergy, or psychics who have been a lycanthrope for some time before being cured may apply only 50% of the experience earned during that period to his lifetime total, as experience for these classes should hinge on the use of their supernormal powers.

Thieves generally function as fighters in this regard. This is the only other class where lycanthropy may prove to be a positive asset, due to increase in strength, endurance, etc., and there seem to be few drawbacks for this class.

Rangers function as fighters, but cannot gain any holy or magic powers while the disease persists.

Bards are treated as the other classes. Over the long haul, bard characters will suffer a loss of charisma, due to excessive hairiness, pointed teeth, animal breath and body odor, a taste for raw meat, and the disconcerting tendency to become an animal from time to time. His chances to charm should be somewhat reduced.

Characters who become lycanthropes in the course of the campaign may retain the skills to use magical devices that they were able to use before infection. If a character begins life as a lycanthrope, he/she may be a fighter or a thief, and may use appropriate magical items. Potions may affect lycanthropes while in human form (and have generally human metabolism). A lycanthrope may drink a potion in human form and then attempt to change shape. The referee should determine the results at his option.

The change from man to beast is not instantaneous, although time of transformation reduces with experience. The lycanthrope may still attempt to fight during this period, although at considerably reduced effectiveness, as a man for the first half of the conversion period, by which time hands have become too much like paws to grasp weapons, and as a beast, with increasing efficiency for the remainder of the period. The lycanthrope will not be fully invulnerable to normal weapons until the change is complete, taking half damage from normal weapons at the half-way point. A low-level werebear who takes six rounds to change fully would fight as follows: round one, normal level; round two, level minus two; round three, level minus four; round four, bear minus four; (claws and teeth have reached minimal offensive effectiveness) round five, bear minus two; round six, normal bear ability. Of course somewhere in here he has to shed his clothes. Hopefully, if he is changing intentionally, he can get it done before the fight starts.

Further Options

These are not necessarily recommended, but are put forward to inspire further experimentation.

A known lycanthrope in a party may have an adverse effect on morale, depending on how well he is known/liked by the other characters.

Allow lycanthropes to reject some damage when turning to animal form, as druids do.

Allow new characters a percentage chance (say, 1-5%) or some other criterion, to be a hereditary lycanthrope or some such from the beginning. Humans only.

Other weretypes. Other cultures have were-eagles, -sharks (a natural for mermen . . . and were-hyenas. Fairy tales have skinchanging swans and seals. Horror movies have produced wereapes and even weresnakes. Anthony Boucher's "The Compleat Werewolf" mentioned a man who was a were-dinosaur. Obviously, this would rapidly get out of hand if not rigidly controlled.

Allow lycanthropes to be hit by ordinary weapons, but to regenerate damage, even if "killed" immediately, as vampires do. This would be costly in energy, and require rest. Wounds made by silver or magic weapons do not regenerate.

Werebeings killed and not raised may not rest quietly, may come back as some form of undead to haunt their friends. The legend that a man who was a werewolf in life may become a vampire after death is farily well-known.

Level	Experience	Changes per day	Chance of Involuntary Changes	Chance of Changing Back Voluntarily	Chance of Beast Nature Predominance	Speak language of species (% comprehension)	Time required for change
1	0	1	50% combat or sleep	0%	10%	0%	6 melee rounds
2	2500	1	50% combat or sleep	50%	09%	10%	6 rds
3	5000	2	25% combat/sleep	60%	08%	20%	4 rds
4	10000	2	25% comb/10% sleep	75%	07%	30%	4 rds
5	20000	3	10% comb/10% sleep	80%	06%	50%	2 rds
6	35000	3	5% comb/5% slp	85%	05%	75%	2 rds
7	50000	4	5%/5%	90%	04%	90%	1 rd
8	100000	4	0% comb/5%	95%	03%	95%	1 rd
9	150000	5	0%/02%	99%	02%	99%	1/2 rd
10	200000	5	0%/01%	99%	01%	100%	1/2 rd

THE JAPANESE MYTHOS

by Jerome Arkenberg

Japanese mythology is a mixture of Buddism and Shinto. The main concern of Shinto is with Amaterasu, the Sun Goddess, and her relations and descendants. The beliefs of Shinto also includes the belief that everything (mineral, animal, and vegetable) has its own **kami** or spirit. When Buddism was introduced to Japan in the late 6th Century A.D., Shinto gods and goddesses, to a certain degree, became integrated with the Buddhist pantheon, and vice versa.

THE GODS AND GODDESSES

AMERTERASU — The Sun Goddess
Armor Class: -2 Magic Ability: See Below
Move: 18" Fighter Ability: Lord — 15th
Hit Points: 300 Psionic Ability: Class 6

Ameterasu is the deity from which the Japanese Imperial family is descended. She appears as a beautiful, young woman. She can Fly, Teleport, and use Continual Light, Darkness, Clairvoyance, Clairaudience, and ESP spells.

TSUKIYOMI-NO-MIKOTO — The Moon God
Armor Class: -2 Magic Aiblity: See Below
Move: 18" Fighter Ability: Lord — 15th
Hit Points: 275 Psionic Ability: Class 6

The Moon God is the brother of Ameterasu. Though he is her brother, he does not play a large part in the myths of Japan. Thus he is not well known by name. He can Fly, Teleport, and use Light and Darkness spells.

SUSANO — The Storm God
Armor Class: -2 Magic Ability: See Below
Move: 18" Fighter Ability: Lord — 15th
Hit Points: 290 Psionic Ability: Class 6

Susano is also associated with Forests, as well as with storms. He is heavily bearded and a middle-aged man in appearance. He is very courageous and very cunning. He has two jewels, one of which is used in producing hail, the other in producing lightning. He can Teleport, Shapechange, Control Weather, and produce Lightning Bolts, and Ice Storms.

IZANAGI & IZANAMI — The Creators
Armor Class: 2 Magic Ability: See Below
Move: 12" Fighter Ability: Lord — 10th
Hit Points: 200 Psionic Ability: Class 6

This couple gave birth to the gods and goddesses, the mountains, the land, and all the diverse **Kamis.** They can clone, Transmute Rock-Mud, Lower and Part water, Move Earth, and use Permanent Spells.

RYUJIN — The Dragon King of the Sea
Armor Class: -1 Magic Ability: See Below
Move: 15" Fighter Ability: Lord — 15th
Hit Points: 250 Psionic Ability: Class 6

The Dragon King of the Sea is a manlike creature that wears a crown in the shape of a serpent. He has the aspect of an old man with long whiskers. His palace is at the bottom of the Sea. He is known to have rewarded mortals that have done him a service with supernatural gifts, such as a bag of rice which replenishes whatever is taken from it. He can Lower and Part Water, Shapechange, Teleport, Polymorph any object, Massmorph, Create Water, and Water-Breath.

HACHIMAN — God of War
Armor Class: 2 Magic Ability: See Below
Move: 12" Fighter Ability: Lord — 15th
Hit Points: 200 Psionic Ability: Class 6

Hachiman looks like a man of 35, wearing a loose robe, mounted on a horse. His sword is +3 to hit doing 24-48 points of damage. He also has a set of magical arrows which never miss. They do 7-12 points of damage. He can Teleport, and use Strength, Shield, and Magic Missile spells.

INARI — Rice God
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: Lord — 10th
Hit Points: 175 Psionic Ability: Class 6

Inari is a bearded man, but he also appears as a woman and a fox. The fox, indeed, is the messenger of Inari. He is the patron of swordsmiths and traders also. He can Shapechange, Teleport, Growth/Plant, Charm Plant, Polymorph any object, Create Food.

KWANNON — Goddess of Mercy
Armor Class: 0 Magic Ability: See Below
Move: 16" Fighter Ability: 7th
Hit Points: 175 Psionic Ability: Class 6

Kwannon is a matronly deity. She will never deny mercy to those that call on her. If necessary, she herself will suffer whatever the supplicant was to suffer, though usually she will merely try to prevent it from happening. She can Shapechange, Teleport, Polymorth others, Stun, Anti-magic Shell, Protection/Evil, Protection/Missiles, Invisibility, and Stone-to-Flesh.

SUKA-NA-BIKO or MOMOTARO — "Small Renown Man"
Armor Class: 3 Magic Ability: See Below
Move: 10" Fighter Ability: Lord — 12th
Hit Points: 175 Psionic Ability: Class 6

Momotaro is dwarvish in size, and wears moth wings and tiny feathers. He can cure diseases, for he is versed in medical lore. He often appears to lead people to hot springs. He can also cure Light Wounds and Serious Wounds, and Purify Food and Water.

THE SEVEN GODS OF LUCK

HOTEI — God of Luck
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: 7th
Hit Points: 150 Psionic Ability: Class 6

Hotei has a huge stomach, below which his garments sag. He is very good-natured. He can use Wish, Polymorph any object, Mass Charm, Charm Plants, Charm Person, Telekinesis, and Protection/Evil spells.

JUROJIN — God of Luck & Longevity
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: 7th
Hit Points: 150 Psionic Ability: Class 6

Jurojin is always in the company of a crane, tortoise, or stag. He has a white beard and carries a **shaku** (a sacred staff on which is fastened a scroll containing the wisdom of the world). He also enjoys **sake** in moderation. He can counter the effects of a Staff of Withering. He can also use Wish, Time Stop, Charm Person, Charm Plants, Mass charm and Protection from Evil spells.

FUKUROKUJO — God of Luck
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: 7th
Hit Points: 150 Psionic Ability: Class 6

Fukurokujo has a very long and narrow head and a very short body (actually his head was longer than his legs). He can use Wish, Charm Person, Polymorph and Object, Charm Plants, and Protection from Evil spells.

BISHAMON — God of Luck *(illus. on pg. 12)*
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: Lord — 10th
Hit Points: 150 Psionic Ability: Class 6

Bishamon is alwasy dressed in full armor, carrying a spear in one hand, and a miniature pagoda in the other. He can use Wish, Charm Person, Strength, Magic Missile, Shield, Polymorph any Object, and Protection from Evil spells.

DAIKOKU — God of Luck & Wealth
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: 7th
Hit Points: 150 Psionic Ability: Class 6

Daikoku is also the guardian of farmers and is a cheerful god. He carries a mallet which can grant wishes. He is usually sitting on rice-bales, with his treasure hung over his shoulder in a sack. He can use Charm Person, Wish, Polymorph any object, and Protection from Evil spells.

EBISU — God of Luck
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: 7th
Hit Points: 150 Psionic Ability: Class 6

BISHAMON TRAMPLING A DEMON

Ebisu is a hard worker. He is the patron of tradesmen and fishermen. He usually carries a fishing rod and a sea bream. He can Wish, Charm Person, Polymorph any object, and use Protection from Evil spells.

BENTEN — Goddess of Luck and Goddess of the Sea
Armor Class: 2 Magic Ability: See Below
Move: 15" Fighter Ability: 7th
Hit Points: 150 Psionic Ability: Class 6

Benten is many things. She is the patroness of Literature and music, and a giver of wealth and romantic happiness. The Sea is her home, and her father is the Dragon King of the Sea. Benten has eight arms, two of which are always folded in prayer. She is usually either riding or accompanied by a dragon. She uses a White Serpent for her messenger. She can use Charm Person, Water Breathing, Lower and Part Water, Teleport, Shapechange, Wish, Polymorph any object, and Protection from Evil spells.

SHAKA-NYORAI — The Buddha Sakyamuni
Armor Class: 2 Magic Ability: Patriarch — 20th
Move: 14" Fighter Ability: 5th
Hit Points: 275 Psionic Class: Class 1

Shaka-Nyorai is the Indian Sakyamuni, the Buddha, the founder of Buddhism. He is a mature man, wearing a simple robe, and is either sitting or standing, contemplating.

YAKUSHI-NYORAI — The Buddha Bhaisajy aguru
Armor Class: 2 Magic Ability: Patriarch — 15th
Move: 14" Fighter Ability: 5th
Hit Points: 275 Psionic Ability: Class 2

Yakuski-Nyorai is the "Master with remedies". He is also a mature man, wears a simple robe, and holds a medicine jar in his left hand. He can cure anything.

AMIDA-NYORAI — The Buddha Amitabha
Armor Class: 2 Magic Ability: Patriarch — 17th
Move: 14" Fighter Ability: 5th
Hit Points: 275 Psionic Ability: Class 1

Amida-Nyorai is the "Buddha of Infinite Light", whose help is spiritual, and is called upon in the hour of death. He is a nature man, and is either seated in concentration with his thumbs bent, or standing, making a welcoming gesture.

DAINICHI-NYORAI — The Buddha Mahavairocana
Armor Class: 0 Magic Ability: Patriarch — 23rd
Move: 14" Fighter Ability: 6th
Hit Points: 300 Psionic Ability: Class 6

Dainichi-Nyorai is "the personification of the Absolute in the form of the supreme, omnipresent buddha." He is draped in finery and wears a diadem.

MIROKU-BOSATSU — The Buddha of the Future
Armor Class: 4 Magic Ability: Patriarch — 10th
Move: 14" Fighter Ability: 5th
Hit Points: 275 Psionic Ability: Class 4

Miroku-Bosatsu is the Buddha of the Future, who will appear 5000 years after the entrance of Ahaka-Nyorai into Nirvana. He appears in the "pensive" attitude, holding a stupa.

KANNON-BOSATSU — The "Great Compassionate One"
Armor Class: 4 Magic Ability: Patriarch — 10th
Move: 14" Fighter Ability: 4th
Hit Points: 225 Psionic Ability: Class 4

Kannon-Bosatsu is the one to call on during times of affliction. He wears the finery and jewels of a prince.

MONJU-BOSATSU — "Guide of all Buddhas"
Armor Class: 4 Magic Ability: Patriarch — 9th
Move: 12" Fighter Ability: 4th
Hit Points: 225 Psionic Ability: Class 4

Monju-Bosatsu is supreme wisdom. He is usually seated on a lion, holding a scroll in one hand, a sword in the other.

FUGEN-BOSATSU — "He whose goodness is omnipresent"
Armor Class: 4 Magic Ability: Patriarch — 9th
Move: 12" Fighter Ability: 4th
Hit Points: 225 Psionic Ability: Class 4

Fugen-Bosatsu represents innate reason. He is seated on a white elephant with six tusks, with his hands joined.

JIZO-BOSATSU — Protector of the Dead
Armor Class: 4 Magic Ability: Patriarch — 9th
Move: 12" Fighter Ability: 4th
Hit Points: 225 Psionic Ability: Class 4

Jizo-Bosatsu is the protector of the dead in the after-world, representing them before the judges of the dead. He appears as a monk with shaven head, "dressed in a long robe and holding a stick with tinkling rings on one end, which put the powers of darkness to flight.

FUDO-MYOO — The "Immovable"
Armor Class: 2 Magic Ability: Patriarch — 13th
Move: 14" Fighter Ability: 12th
Hit Points: 225 Psionic Ability: Class 5

Fudo-Myoo is the chief of the 'Five Great Kings of Science' and puts evil demons to flight. His body is blue-black, and of a stocky shape. His teeth protrude from his mouth, one eye is dilated, the other contracted. He carries a sword in one hand, and a rope in the other. He is either standing or sitting on a diamond-hard rock. surrounded by flames. He is a support "in all enterprises requiring strength of purpose."

AIZEN-MYOO — God of Love
Armor Class: 1 Magic Ability: Patriarch — 14th
Move: 14" Fighter Ability: 7th
Hit Points: 200 Psionic Ability: Class 2

Aizen-Myoo, though popularly worshipped as the God of Love, actually he represents sexual passion changed into desire for enlightenment. He has a red body with eight arms, three eyes, bristling hair, with a lion in that hair, and seated on a lotus.

OTHER SHINTO GODS

FUJIN — God of the Winds. He holds a bag containing the winds across his shoulders. His skin is green, and his face has a hideous appearance.

KOSENSEI — The Sage with a Toad. This sage lived a long life, and could turn himself into a reptile. He is completely hairless with warts on his skin.

OH-KUNI-NUSHI — The Son-in-law of Susano. He rules the Izumo peninsula, and has Susano's sword, bow, and arrows, and **koto** (harp).

RAIDEN — God of Thunder. He is, in appearance, a demon.

SHI-TENNO — The Four Guardians who keep the world safe from the attacks of demons.

SHOKI — The Demon Queller
TENJIN — God of Calligraphy. He was a great scholar, a man of great physical courage, and he appreciated plant life.
UKE-MOCHI — God of Food, This God produces all kinds of foods (cooked and uncooked, prepared, and unprepared) by opening her mouth and letting the food spew out of it.
UMI-BOZO — A giant, ghostly, "Sea Priest", who rises from the depths of the Sea to frighten travellers on the Ocean.
UZUME — Goddess of Mirth
YAMA-UBA — Female Mountain Spirits

THE CREATURE

THE KAPPA
Armor Class: 3 — Magic Ability: Wizard — 14th
Move: 10" — Fighter Ability: Lord — 10th
Hit Points: 100 — Psionic Ability: Class 6

The Kappa resemble monkeys without fur. Sometimes they have fish scales or tortoise shells instead of skin. They are the size of a 10 year old child, yellowish-green in color, and an indentation in the top of their head, filled with water. If this water is spilled, the Kappa lose all their powers. They live in rivers, pond, or lakes, and are vampiric, feeding upon their prey through the anus (truth!!). They also frequently rape women (whenever they can). They also love cucumbers. They always keep a promise, and they are extremely polite (often bowing to their intended victim, thereby spilling the water in their head). If a human is challenged to single combat with a Kappa, that person **must** accept.

TENGU
Armor Class: 3 — Magic Ability: Wizard — 16th
Move: 14" — Fighter Ability: Lord — 10th
Hit Points: 100 — Psionic Ability: Class 6

Tengu inhabit pine trees in mountainous areas, and they live in colonies with a King Tengu and a messenger Tengu. They have wings and a long beak. They are red in color and often wear cloaks and small black hats. They are good swordsmen and very mischievous. They love to play tricks on others, but don't like tricks played **on** them, and usually retaliate if the latter occurs.

ONI
Armor Class: 3 — Magic Ability: Wizard — 16th
Move: 10" — Fighter Ability: Lord — 10th
Hit Points: 100 — Psionic Ability: Class 6

Oni are devils. They can be pink, red, blue, or gray in color. They have horns and three eyes, three toes, and three fingers. They can fly, but seldom do. They are cruel, malicious and lecherous and are **not** intelligent. They carry a mallet or iron-spiked rod and wear a tiger-skin loincloth. They delight in the human female and often carry away young women to rape them.

YUKI-ONNA — The Snow Woman
Armor Class: 2 — Magic Ability: See Below
Move: 15" — Fighter Ability: 7th
Hit Points: 175 — Psionic Ability: Class 6

The Snow Woman is a ghastly, ghostly white spirit. She appears in snowstorms to lull men to sleep and thus death. She is young with a very beautiful body and seemingly gentle disposition. She can use Charm Person, Sleep, Invisibility, Shapechange, Teleport, and Ice Storms spells.

THE HEROES

ISSUN BOSHI — "Little One Inch"
Armor Class: -2 — Magic Ability: Nil
Move: 5" — Fighter Ability: 7th
Hit Points: 50 — Psionic Ability: Nil
STR: 12; INT: 14; WIS: 13; CON: 18; DEX: 18; CHA: 14

This hero is only a few inches tall. His sword is a needle stuck in a scabbard of straw. In spite of his size, he is able to slay monsters and onis and such by poking their eyes out, and so forth.

KINTARO — The Golden Boy
Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 18^{99}; INT: 12; WIS: 17; CON: 15; DEX: 16; CHA: 17

Kintaro has marvelous golden skin. He is known for his tremendous strength, loyalty. Eventually he became a warrior for Yorimitsu.

RAIKO or YORIMITSU
Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 18^{50}; INT: 17; WIS: 13; CON: 16; DEX: 17; CHA: 15

Raiko was a leader of the Minamoto clan and was served by four lieutenants. He often fought Oni and rescued women.

TAWARA TODA or HIDESATO
Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 18^{65}; INT: 14; WIS: 12; CON: 15; DEX: 17; CHA: 15

Tawara Toda was a man of bravery and honor. He once killed a gigantic magical centipede with an arrow for Ryujin. From him he received three gifts: a bag of rice which was self-replenishing; a roll of self-replenishing silk cloth; and a cooking pot which heats without the use of fire.

BENKEI
Armor Class: 2 — Magic Ability: Nil
Move: 14" — Fighter Ability: 12th
Hit Points: 100 — Psionic Ability: Nil
STR: 18^{60}; INT: 13; WIS: 10; CON: 17; DEX: 17; CHA: 16

Benkei is 10 feet tall, with the strength of a hundred men, and able to run as fast as the wind. Benkei is very vain and likes to challenge other swordsmen to show off his skill in swordsmanship. He later became inseparable from Yoshitsune.

YOSHITSUNE
Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 11th
Hit Points: 90 — Psionic Ability: Nil
STR: 18^{75}; INT: 15; WIS: 12; CON: 17; DEX: 18; CHA: 16

Yoshitsune is another hero of the Minamoto Clan. Yoshitsune was also the only swordsman to defeat Benkei.

LIGHT-OF-FIRE & SHADE-OF-FIRE
Armor Class: 1 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 17; INT: 14; WIS: 14; CON: 15; DEX: 17; CHA: 17

These two mythical princes were brothers. Light-of-Fire was an excellent fisherman, Shade-of-Fire an excellent hunter. Shade-of-Fire later married the Sea King's daughter and she gave him the Tide Flowing and Tide Ebbing Jewels.

YAMAMOTO DATE
Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 11th
Hit Points: 90 — Psionic Ability: Nil
STR: 18^{50}; INT: 17; WIS: 16; CON: 15; DEX: 17; CHA: 17

Yamamoto Date was the son of the Emperor Keiko and the father of the Emperor Chuai, though he himself never became Emperor. However, he was a mighty fighter and patriot.

SHOTOKU DAISHI
Armor Class: 9 — Magic Ability: Patriarch — 10th
Move: 12" — Fighter Ability: 4th
Hit Points: 50 — Psionic Ability: Nil
STR: 8; INT: 18; WIS: 18; CON: 14; DEX: 10; CHA: 13

Shotoku Daishi introduced Buddhism to Japan. He was a law

giver, a social reformer, and a devout Buddhist, considered a saint by Japanese Buddhists.

YOSHI-IYE

Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 18[80]; INT: 12; WIS: 12; CON: 16; DEX: 17; CHA: 15

Yoski-Iye was an early Minamoto hero. He was a powerful Bowman (once having pierced a rock with a bowshot and causing water to gush forth). These arrows are +2 to hit.

KIYOMORI

Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 18; INT: 14; WIS: 10; CON: 15; DEX: 17; CHA: 17

Kiyomori was the head of the Taira clan, the arch-rivals of the Minamoto Clan. He was a great fighter and a **very** lustful man.

TAMETOMO

Armor Class: 2 — Magic Ability: Nil
Move: 12" — Fighter Ability: 10th
Hit Points: 80 — Psionic Ability: Nil
STR: 18[45]; INT: 15; WIS: 15; CON: 16; DEX: 18; CHA: 15

Tametomo was the uncle of Yoshitsune. He was a great Archer (once having sunk a ship with a single bowshot!). His arrow are +4 to hit.

EN NO SHOKAKU

Armor Class: 9 — Magic Ability: Wizard — 12th
Move: 12" — Fighter Ability: 4th
Hit Points: 60 — Psionic Ability: Nil
STR: 7; INT: 18; WIS: 12; CON: 14; DEX: 17; CHA: 12

En No Shokaku was condemned to death as a magician. But by "mystic signs" he caused the Executioner's sword to shatter, and then he flew away, never to return.

KOBO DAISHI

Armor Class: 9 — Magic Ability: Patriarch — 14th
Move: 12" — Fighter Ability: 5th
Hit Points: 70 — Psionic Ability: Nil
STR: 10; INT: 17; WIS: 18; CON: 15; DEX: 16; CHA: 16

Kobo Daiski is known as a sculptor, traveller, preacher, and miracle worker. Disguised as a beggar, he often rewarded the generous and punished the greedy.

NICHIREN

Armor Class: 9 — Magic Ability: Patriarch — 14th
Move: 12" — Fighter Ability: 5th
Hit Points: 70 — Psionic Ability: Nil
STR: 7; INT: 15; WIS: 18; CON: 15; DEX: 16; CHA: 12

Like En No Shokaku, when Nichiren was condemned to death, he could not be decapitated. He was a very holy man.

THE TREASURES

THE TIDE FLOWING & TIDE EBBING JEWELS

These Jewels are about the size of Bowling Balls. They are used to control the ebbing and flowing of the tide. Both are priceless.

JEWELS OF HAIL & LIGHTNING

These jewels are used by Susano, the Storm God, to produce hail and lightning, respectively. They are both priceless.

IMPERIAL JEWELS

These jewels were given to the Imperial family by Amaterasu, the Sun Goddess.

IMPERIAL MIRROR

This mirror was given by Ameterasu, the Sun Goddess, to the Imperial family. Mirrors are important to the Japanese. "When the mirror is dim, the soul in unclean."

IMPERIAL SWORD

This sword was found in the tail of a Dragon by Susano, the Storm God. It fell into the Sea during the Battle of Dannoura, and has never been found. It is a Dancing Sword.

THE SAKAKI TREE

The Sakaki tree is sacred to Shinto. Its branches must be used when calling upon the heroes of Japan.

RANDOM MONSTERS

by Paul Montgomery Crabaugh

No, I don't mean wandering monsters — I mean *random* monsters.

One of the problems with D&D is that the players always know too much. This is news? "You obtain surprise over three Clickclicks."

"Clickclicks? Oh, yeah, they're in Supplement Three. Hand it to me. And where's Greyhawk? It had a note about them." A pause. "We shout out 'November'."

"That's right, the Clickclicks fall over dead."

Sound familiar?

The answer is to occasionally throw a monster at the party that keeps them on their toes, one that they have never seen before because it is unique. No rules cover it, so they have to find out the hard way what it's like.

And how do you do that? By taking the following tables and rolling dice. Just work your way through the tables one by one, and you will end up with a guaranteed original, unknown, random monster.

This table is suited for the local group's dungeons, and I should warn you that we around here fall somewhere between Lake Geneva and CalTech in philosophy. These tables are therefore geared to a 20-level dungeon, with each level being typically populated by monsters of the same level. (Goblins on first level, Gnolls on second, and so forth.) Obviously, if you are running a five-level dungeon and the first monster your parties find is a very old Green Dragon, you'll have to compress the tables somewhat. If you're running a 60-level dungeon — I don't want to know about it.

Now that that's over, here come the tables. Just take them in order.

INTELLIGENCE

Die	Intelligence
1-3	Highly intelligent
4-5	Semi-intelligent
6	Unintelligent

ALIGNMENT

Die	Alignment	
1	Law	Undead are
2-3	Neutrality	always Chaotic.
4-8	Chaos	

TYPE

Die	Type
1-4	Mammal
5-7	Reptile
8	Undead

SPEED

Die	Speed
1-3	6
4-7	9
8-10	12
11-12	15

ARMOR CLASS

Die	AC/M	AC/R
1	3	2
2-3	4	3
4-6	5	4
7-9	6	5
10-11	7	6
12	8	7

M = Mammal
R = Reptile
Undead AC = (1-8) + 1

HIT DICE

Die	Hit Dice
1	Level + 3
2-3	Level + 2
4-5	Level + 1
6-9	Level
10-11	Level-1*
12	Level-2*

"Level" is the level of the dungeon, on this table only.
*If result is non-positive, treat as 1/2 hit die.

HIT DICE MODIFIERS

Die	Modification
1	+2
2-3	+1
4-5	0
6	-1

UNDEAD

Undead are turned by Clerics as if they were Undead of level HD/2; i.e., a 2HD Undead saves as a Zombie. Undead of level 17+ are treated as Vampires.

SPECIAL CHARACTERISTICS

	# Sp. Ch.		
HD	1	2	3
0-2	80	90	00
3-5	50	80	95
6-8	40	75	90
9-12	30	60	80
13-16	20	50	75
17-20	10	40	60
21+	01	30	50

The number shown is the % score needed to have that # of Special Characteristics.

DAMAGE DONE

	Level of Monster					
Die	**1-4**	**5-8**	**9-12**	**13-16**	**17-20**	**21+**
1	1-3	1-6	1-8	1-10	2-16	2-20
2	1-4	1-8	1-10	2-12	2-24	2-24
3	1-6	1-8	2-12	2-16	2-24	3-30
4	1-6	1-10	2-12	2-16	3-30	4-40
5	1-8	2-12	2-16	2-24	3-30	5-50
6	1-8	2-12	2-16	2-24	5-50	1-100

Damage done by intelligent monsters is by weapon type; by unintelligent monsters is by bite; and by semi-intelligent monsters is 50% chance of each.

SPECIAL CHARACTERISTICS II

The Special Characteristics are organized by type (mammal, reptile, undead). If a given number has several characteristics grouped thusly: n/m/o/p/q/r, it means that the exact characteristic is determined by the level of the monster: 1-4/5-8/9-12/13-16/17-20/21+.

MAMMALS

1 Hostile to Dwarves
2 Hostile to Elves
3 Hostile to Hobbits
4 Hostile to Magic Users
5 Hostile to Clerics
6 Hostile to Paladins
7 Regenerates 1-3/1-4/1-6/1-8/1-10/1-12 hits/turn.
8 Does double damage
9 Only silver/magic weapons effective
10 Silver/magic weapons do double damage
11 Has poison whip, does 1-4/1-8/1-12/1-20/death/death
12 Flier, speed 24
13 Bite is poisonous, does 1-3/1-6/1-8/1-12/1-20/death
14 Bite causes disease, fatal in 1-20 days
15 Gaze causes Stun 1-4/Stun 1-8/Stun 1-12/paralysis/stone/stone
16 Web
17 Monster has horn, does 1-6
18 Claws do 1-4 each
19 Missiles ineffective
20 Silent movement
21 Proboscis does blood drain, 1-4/turn
22 Has Charm Person spell
23 Has nothing/Magic Missile/3-dice FB/4-dice FB/5-dice FB/6-dice FB
24 Has antimagic shell

REPTILES

1 Paralysis touch/Paralysis gaze/Stone touch/Stone breath/Stone gaze/Disintegrate touch
2 Poison bite, does 1-4/1-6/1-10/1-12/1-20/kill
3 Sting in tail, does 1-6/1-8/1-10/1-12/paralysis/kill
4 Breathes cold, does 1-3 hits/every four levels
5 Breathes lightning, does 1-6 hits/four levels, kills at 17+
6 Breathes fire, does 1-8 hits/four levels
7 Increase AC by 1 (i.e., from AC6 to AC5)
8 Increase AC by 2
9 Add 1 HD
10 Add 2 HD
11 Movement -3
12 Flier, speed 18
13 Flings 1-4 tail spikes/four levels
14 Regenerates 1-3 hits/four levels
15 Commands snakes: 1-6/2-12/3-18/1-6 Giant/2-12 Giant/3-18 Giant
16 Does double damage
17 Legless, speed + 3
18 Bite causes disease, fatal in 1-10 days
19 Magic/Silver weapons do double damage
20 Fangs do 1-4/bite extra
21 Gaze causes confusion
22 Slow spell has double effect
23 Claws do 1-4 each
24 Tongue is whip, does 1-4

UNDEAD

1 Missiles ineffective
2 Only magic weapons effective
3 Only magic/silver weapons effective
4 Only magic/silver weapons effective and at ½ damage
5 Destroyed by fire
6 Destroyed by sunlight
7 Destroyed by running water
8 Destroyed by holy water
9 Destroyed by cold
10 Turned by cross
11 Turned by mirror
12 Turned by garlic
13 Turned by wolvesbane
14 If human killed by undead, becomes undead
15 Undead is Lawful (and not affected by Clerics)
16 Turns/dispels Clerics*
17 Charms Person
18 Touch does nothing/paralysis/rotting disease, 1-12 turns/ drains 1 level/ drains 2 levels/drains 3 levels
19 Commands Rats: 1-20/1-100/1-4 Giant/1-8 Giant/1-12 Giant/1-20 Giant
20 Commands Wolves: 1-4/1-6/1-8/1-8 Dire/1-10 Dire/1-20 Dire
21 Flier, speed 18
22 Gaze does nothing/confusion/confusion/paralysis/paralysis/stone
23 Destroyed only by fire
24 Invisible

**This Undead is not affected by Clerics; instead, Clerics are affected by the Undead. Divide the level of the Undead by 2 and treat this as the level of Cleric the Undead corresponds to on the Undead table. Divide the level of the Cleric by two and treat this as the type-level of Undead on the Undead table to which the Cleric corresponds. Use the table normally to find out if the Cleric is turned or dispelled. (Turnabout is fair play.)*

OTHER CHARACTERISTICS

Roll % dice: a score of 01-70 means no more characteristics; 71-85 means one other characteristic; 86-95 is two; and 96-00 is 3.

Die	Other Characteristic
1	No head
2	3 eyes
3	4 eyes
4	Stalk eyes
5	Unusually long fangs
6	Unusually long claws
7	Antennae
8	3-segment body

PHYSICAL DESCRIPTION

You should also know what the monster looks like. Undead do not have a physical description (assume a figure under a cloak if you wish). For everything else, start rolling on these tables.

SIZE

HD	Small	Medium	Large
1-4	1-4	5-11	12
5-8	1-2	3-9	10-12
9-12	1	2-8	9-12

Roll on a 12-sided
Small = 0-3 feet (approx)
Medium = 3-12 feet (approx)
Large = 12+ feet (approx)

HD	Small	Medium	Large
13-16	1	2-7	8-12
17-20	1	2-6	7-12
21+	1	2-5	6-12

LIMBS

Die	# legs	Die	# arms
1	1	1	1
2-5	2	2-4	2
6-7	3	5-7	2 tentacles
8	4	8	3

EXTERIOR COVER

Die	Mammals	Reptiles
1-4	Hair	Scales
5-7	Skin	Skin
8	Feathers	Hair

COLORING

Die	Mammals	Reptiles
1-6	gray	green
7-10	white	gray
11-12	black	gray-green
13	brown	blue
14	green	red
15	blue	black
16	red	yellow
17-18	striped	striped
19-20	spotted	spotted

For stripes or spots, roll the die again twice. Ignore further stripe or spot results, unless a stripe result gets another stripe, in which case you have a triple-stripe scheme. For spots, the first color rolled is the background; the second is the color of the spots.

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LOOK AT THE WAY MY DRAGON IS GLOWING!
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I'VE LOST MY ELVES!
YOU DOPE, YOU WERE SUPPOSED TO USE FLOURESCENT PAINTS!
THIS IS ALL RIDICULOUS... WE CAN'T EVEN SEE THE HIT TABLES!
WHAT'S A HIT TABLE?

D&D OPTION: DEMON GENERATION

by Jon Pickens

There is no reason why demons in D&D must be limited to the types described in *Eldritch Wizardry*. If those nasties only whetted your appetite for more, the following guidelines can be used to generate an unlimited variety of new demons to plague your players.

All demons have the following properties:

a) Hit dice and Gate Ability appropriate to their level.
b) Vunerability to normal weapons at Level III or less, but magical weapons only at higher levels.
c) Magic Resistance of 50% at Level I, which increases by 5% for each additional level of the demon.
d) Special abilities as determined on the tables below. Note that no demon may have both fire and ice powers.

Abilities	1	2	3	4	5	6
Level I	2	-	-	-	-	-
Level II	3	2	-	-	-	-
Level III	3	2	2	-	-	-
Level IV	3	3	2	1	-	-
Level V	3	3	2	2	1	-
Level VI	3	3	3	2	2	1
Prince	1-6 powers of each level, but never less in any category than a Level VI demon, nor more powers of a higher level than a lesser. Also has a 50% chance of an Artifact.					

Level 1

1	Detect Hidden and Invisible Enemies
2	Darkness 5' radius
3	Poison Bite or Sting
4	Detect Magic
5	Fly at will
6	1-3 Magic Missile/day
7	Mirror Image 1-3/day
8	Charm (if gaze met)
9	Speak with animals
10	Ventriloquism
11	Pyrotechnics
12	Telekinesis as per Level (see *EW*)

Level 2

1	Fear
2	Levitate
3	Darkness 10' rad.
4	Read Language
5	Web 1-3/day
6	Blink as Blink Dog
7	Speak with dead*
8	Dimension Door
9	Snake Charm*
10	Read Magic
11	Mind Blank 1/day
12	Produce Flame (as Druid)

Level 3

1	Illusion
2	Polymorph Self
3	Slow 1/day
4	Haste 1/day
5	Sleep 1-3/day
6	ESP 1-3/day
7	Growth of plants
8	Growth of Animals
9	Sticks to Snakes*
10	Hypnotise
11	Dispell Magic*
12	Regenerate 1-3 pts/ round

Level 4

1	Suggestion 1-3/day
2	Projected Image
3	One Non-Fatal Symbol
4	Magic Jar 1-3/day
5	Wall of Fire (Ice) 1-3/day
6	Clairvoy. with Clairaud. 3 times/day
7	Create Food*
8	Repulsion 1-3/day
9	Gaseous Form
10	Once Ice Storm (Fire Storm)/day
11	Maze 1-3/day
12	+5% magic resistance

Level 5

1	Drain 1 energy level
2	Shape Change
3	Telepathy
4	Fireball (Cold Cone)*
5	Lightning Bolt*
6	Cloudkill
7	Passwall
8	Animate Objects*
9	Animate Dead*
10	Grant Limited Wish (1/day)
11	Elemental Form**
12	+10% magic resistance

Level 6

1	Power Word
2	Two Symbols
3	Rotting Disease Touch (see *EW*)
4	Feeblemind
5	Mass Charm
6	One Time Stop/day
7	Control Weather
8	Death Spell
9	Polymorph Object 1/day
10	Grant Wish 1/day
11	Conjure Animal 1/day
12	Aging Touch 10-40 yrs.

*Multiply Demon's level by 2 (1-3) or 3 (4-6) to determine the equivalent MU/Cleric level of capability. Princes always have the capabilities of 19th Level MUs or clerics.

**Elemental form allows the demon to take on the form of a specified elemental with appropriate augmentation of its fighting abilities. For example, a demon with Fire Elemental form would immolate as a Balrog, while one with an Air Elemental form could turn into a Whirlwind at will. Only one form is gained for each time the ability is indicated.

In order to determine exactly what the demon looks like, roll two dice on the dungeon encounter table of the proper level. Mix the results anyway you like to come up with the most hideous appearance possible. If the creatures have any special abilities, the demon gains these too (abilities of men, like additional MU spells, Thief abilities, Fighter strength bonuses, etc will NOT be gained). Level V and VI demons must have one roll considered "human" (no special abilities) or Basic Animal (outdoor encounter table), as giving them a chance for the special abilities of two monsters types makes them too powerful. ((One playtest demon was a Vampire with a Beholder head — NO WAY!))

EXAMPLE: Putting it all together, I shall now create Nasthrapur, a 6th level demon. Assume the following rolls: LI 2,6,6; LII 1,1,10; LIII 10,12,12; LIV 10,12; LV 4,10; LVI 5. Since a roll for MU level came up "3", the demon has the MU capabilities of a 12th Level MU/Cleric.

LEVEL I:	Darkness 5' radius. Magic Missiles (from 2-6 per day possible. Assume 4.)
LEVEL II:	Fear, twice the normal range (of wand). -2 on saving throws. Read magic.
LEVEL III:	Hypnotise as Illusionist. Regenerate (2-6 pts per melee round. Assume 5 points)
LEVEL IV:	Firestorm, 1/day. (Since whether the demon has fire or ice powers has not been determined, this was decided randomly.) Magic Resistance raised to 80%.
LEVEL V:	Fireball of 12 dice. Magic Resistance raised to 90%.
LEVEL VI:	Mass Charm

In addition, he receives the normal benefits of being a 6th Level demon: eight 10-sided hit dice, a 70% chance of gating in a Level 3 or 4 demon, and can be hit by magic weapons only.

Assume his appearance is a cross between a Red Dragon and Wild Cattle. Such a creature might have a bull's head and hooves, but a scaly body and leathery wings. A dragon's taloned forelegs take the place of arms. This combination will give the demon the following special abilities: bite/butt/claw attacks, flight, and a breath weapon of fire usable three times per day that does 24 points of damage (assuming the dragon maturity roll was a 2).

All in all, someone you don't want to meet in a back alley!

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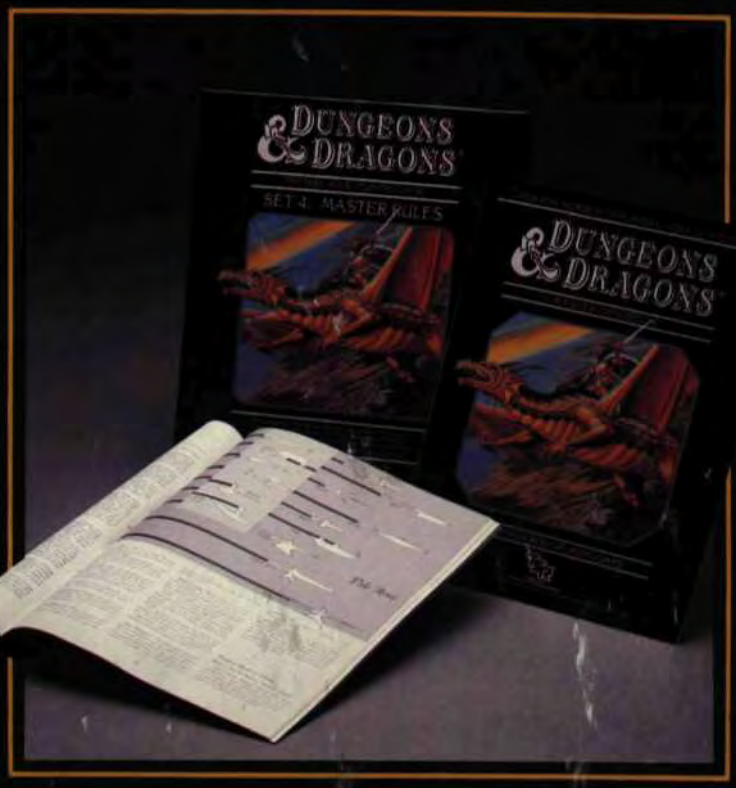

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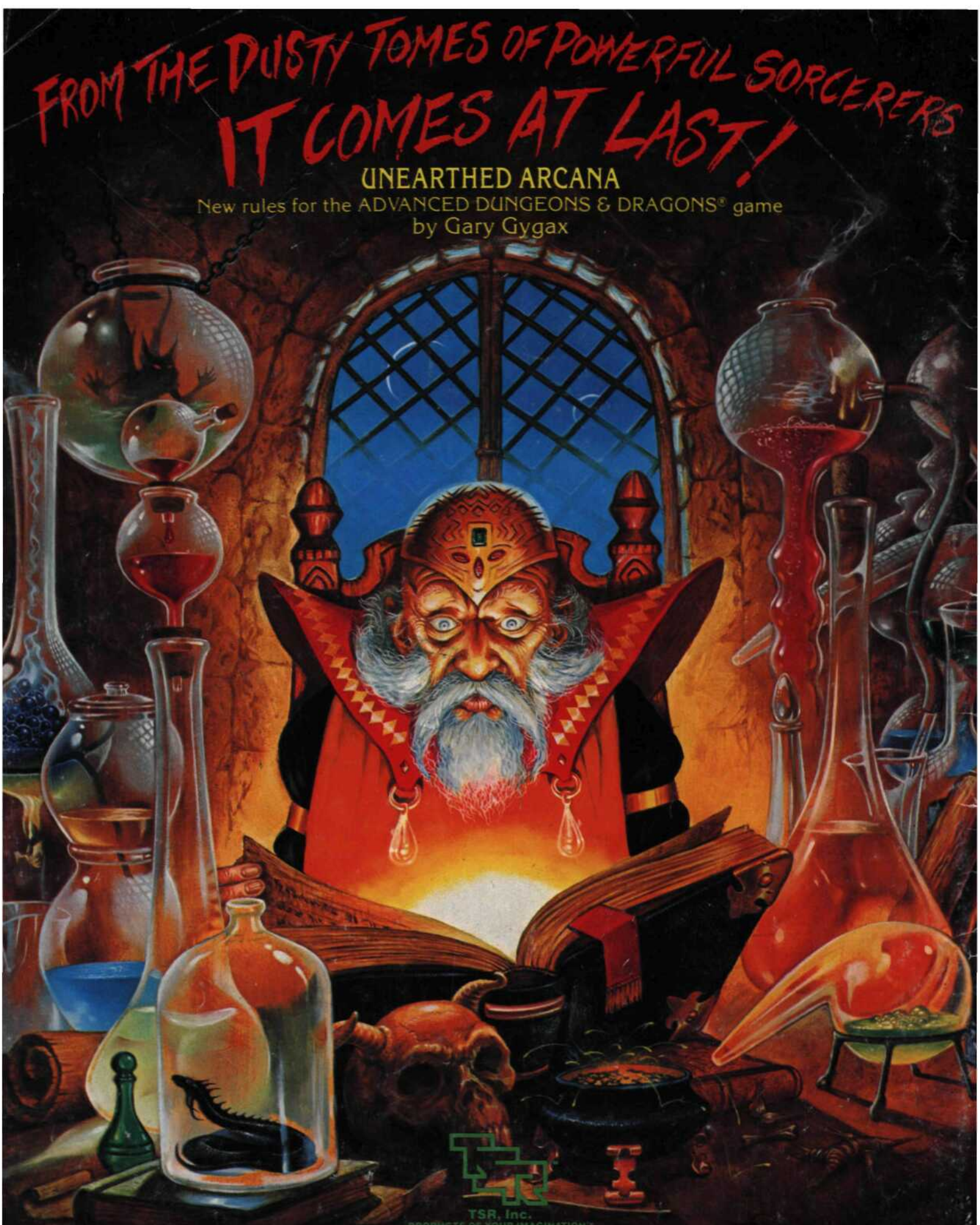

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